

TONUS' COMPENDIUM
OF
STRANGE CREATURES



It is with great pleasure that I pen this compendium for at the request of Erenfall College. You will find inside, as commissioned, a collection of the strange and mythical creatures I have encountered in my early experience as an adventurer, and in my multitudinous expeditions as the founder of the South Chult Privateer Company.

It seems like an age ago when I first left the monastery to find my draconic heritage. With the many distractions along the way such as the Spellforge incident, alas to this day I still search for clues. It was this that put me on the path to where I am now however, and if that passenger ship I was on had not sunk at sea then who knows where I would be. How surprised was I later to find that this event was connected to your organisation!

The creatures in this volume range from ones I encountered during my inhabitation in the mermaid city under the Sea of Swords, to my commandment of the Great White as I sought to find the truth behind the Circneum Ward, to the debring of the Vermilion's Lock in connection with the Tempest Array debacle. It is with no small amount of pride to say that I and my companions have survived our encounters with all of the monsters in these pages.

Hopefully the contents herein should provide enough material to satisfy your scholars and fill in more of the gaps in your bestiaries after the Mistrad Way's raid. Despite the current dire events of Lei Kung's invasion, I find that I have taken a liking to this sort of writing and should you have any future requests of documentation regarding the otherworldly foes we fight now, I am more than happy to oblige (for the right price of course).

As always, a pleasure doing business.



Gonus Hydraxon

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Arachnarok

Of the many spiders that infest the wild woods, the colossal Arachnarok spider is the largest. It is a nigh-unstoppable predator bigger than a townhouse. In the depths of the forest where the light of the sun never penetrates, the gargantuan eight-legged monstrosity stalks and entraps entire herds of wildlife, as well as larger prey such as Giants of Cygors. After incapacitating larger creatures with its flesh-dissolving venom, the spider would begin to drink up the liquefied innards of its paralysed, but still living victim. Man-sized victims are often wrapped into web-casings within the spider's lair, where they would begin to dissolve within a matter of hours by the highly corrosive spider venom, until the victim turns into a protein-rich puddle from which these Spiders can easily drink from. Despite its immense bulk, Arachnarok Spiders are relatively efficient solitary hunters, able to move silently through dense wilderness and ensnare their unsuspecting prey with webs as thick as an Orc's muscular arm. On occasion, Arachnarok spiders have been known to ensnare the entire population of villages foolish enough to build near its darksome forest abode.

Spider Kult. Since the first goblins first entered the primeval woods of the distant past, they have been prey to the spiders that dwelt within the forest for many generations. The goblins eventually adapted to this new and harsh environment, becoming the precursors to the forest goblin tribes of today. In time, these forest goblins were able to push back the spiders, and have even been able to, over time, raise those clutches of spider eggs they've captured as pets or mounts. However, not even the largest of forest goblin tribes could ever hope to stem the onslaught of the Arachnarok Spider. The Goblins reasoned that since the powerful arachnids could not be defeated, perhaps they could be appeased. In time, eight-legged totems festooned with webbed skulls began to appear alongside the traditional idols of their gods. Eventually, even their Shamans were given visions about the spiders, and have since turned to worshipping them as gods of the forest. The tribes followed their shamans in supplicating themselves to this new religion, eventually resulting in the creation of the first Spider Kult.

Forest Gods. As time went on, it soon became apparent that this ploy worked, for it would seem that Arachnarok spiders that venture towards a forest goblin tribe have been seen to wander away once it sees the camp surrounded by spider-totems. Some have even been known to simply creep to the edge of the fire-lit clearings to watch the forest goblins weave the spider-dance and offer up gifts and offerings of warm blood to appease the now god-worshipping creature. However, it wasn't until the shamans found the mystical properties of the small Purple Skullback Spider that the first attempt to bind the behemoths have been met with actual success. By chewing on the bulbous, plum-coloured spider, the Shaman will either die a twitching horrible death or enter into a trance-like state where he would begin to commune with the Arachnarok spider and bind it to his will.



Arachnid Commune. In that moment, the ravenous depredation of the Arachnarok spider was finally ended and the forest goblins shamans learned that, with enough bribes of fresh blood, they could call out the beast to work the tribes bidding. This has since made the forest goblin tribes settle themselves near the lairs of these spiders, where they may coaxed the massive behemoth into combat with offerings of warm blood and ritualistic sacrifices. Eventually, these massive spider began to grow tolerant of the forest goblins, going as far as to treat the small forest goblins as young broodlings that needed to be carried upon their spiny backs. Ever since then, these massive spiders have been known to crawl towards the battlefield by the encouragement of a shaman, where their immense bulk turns the creature into a living battering ram that can smash through enemy formations while a warband of goblin archers let loose a hail of crude arrows from within an elevated rickety platform on the spiders back.

An Arachnarok's Lair

Arachnarok spiders make their lairs within the largest forests of the world, in places where the trees grow so thickly that the sun is blocked out and the undergrowth is in near-darkness all year round. The region of their lair is usually covered in webs spun by the Arachnarok and its smaller arachnid kin; littered with empty cocoons of consumed prey. A submissive forest goblin village typically resides nearby.

Lair Actions

On initiative count 20 (losing initiative ties), an Arachnarok can take a lair action to cause one of the following effects:

- A swarm of spiders or a single giant spider emerges from the undergrowth within 60 feet of the Arachnarok. Their initiative turn is immediately following the Arachnarok's.
- Web is spun forth from the spiders covering the forest floor. A single creature within 120 feet of the Arachnarok must succeed on a DC 15 Dexterity saving throw or become restrained. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

- Smaller spiders descend to drag off prey. A single creature that is restrained by webbing is dragged 30 feet in any direction (if dragged upwards, they are suspended in mid-air by the web).

Regional Effects

The region containing a Arachnarok's lair is changed by its presence, which creates one or more of the following effects.

- Within one mile of the lair, the forest is thickly covered in spider web. The region is treated entirely as difficult terrain.
- All spiders within one mile of the lair grow up to twice as large as normal, and serve as the Arachnarok's eyes and ears.
- A goblin tribe typically is drawn to the region, and allowed to inhabit close-by without fear of predation. These goblins worship the Arachnarok, and are led by a goblin shaman who can call forth the Arachnarok if needed.

ARACHNAROK

Gargantuan monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	27 (+8)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +13, Wis +13

Skills Athletics +15, Perception +10, Stealth +10

Senses darkvision 60 ft. passive Perception 13

Languages -

Challenge 23 (50000 XP)

Forest Lurker. The arachnarok treats forested difficult terrain as open ground.

Legendary Resistance (3/Day). If the arachnarok fails a saving throw, it can choose to succeed instead.

Spider Climb. The arachnarok can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the arachnarok knows the exact location of any other creature in contact with the same web.

Web Walker. The arachnarok ignores movement restrictions caused by webbing.

ACTIONS

Multiaction. The arachnarok makes two stab attacks, a

bite attack and a web catapult attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., Hit: 34 (4d12+8) piercing damage. A creature hit by this attack must make a DC 20 Constitution saving throw, taking 42 (12d6) poison damage on a failure, or half as much on a success. A creature that fails the saving throw is also poisoned until the end of their next turn.

Stab. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. Hit: 18 (4d4+8) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Web Catapult. *Ranged Weapon Attack:* +10 to hit, range 200/800 ft., one target. Hit: 16 (3d8+3) bludgeoning damage and the target is restrained and knocked prone by webbing. As an action, the restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

LEGENDARY ACTIONS

The arachnarok can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The arachnarok regains spent legendary actions at the start of its turn.

Skitter. The arachnarok moves up to its movement speed. Opportunity attacks are made with disadvantage against it whilst it uses this action.

Stomp. The arachnarok makes a stab attack.

Volley Fire. The arachnarok makes six shortbow attacks.

Bonewheel Skeleton

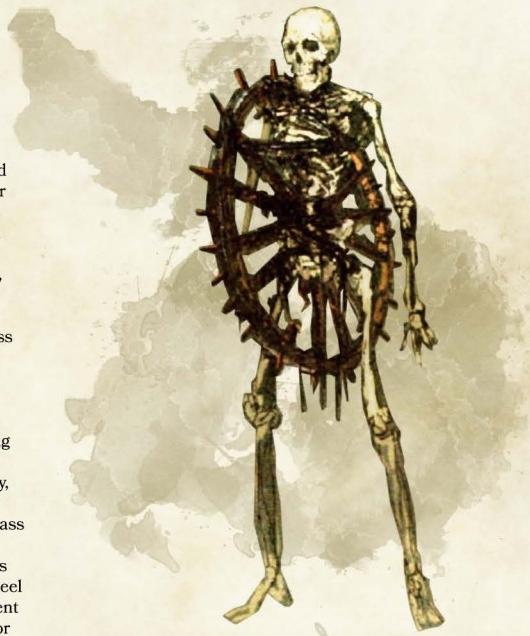
An grotesque amalgamation of cart wheel and human skeleton, Bonewheel Skeletons are rumoured to be the resurrected remains of those who suffered death at the hands of carriage accidents; having become one with their killers. Darker sources say they were created from victims who refused to talk when they went under the torture rack, and were punished with unlife for retaining their secrets. Wherever they may come from, all that is known of them now is that they can be sometimes found wandering aimlessly in dank sewers, underground networks and dusty catacombs - as if searching for some purpose in unlife - and will attack any adventurers that stray into their lairs with relentless focus.

Habitual Nature. Bonewheel Skeletons seem to be magically drawn to each other and other undead, and are usually encountered in small groups stalking the confines of underground rooms and attacking any living thing they encounter on sight. Encountering a lone Bonewheel Skeleton often means that more are nearby, and the sight of a comrade being run down by one has proven deadly to many an adventuring party when a mass of reinforcements ploughs into them from the rear.

Bone Servants. Powerful necromancers and mages have been known to exert their influence over Bonewheel Skeletons they find, and will use their lairs as convenient guarded locations in which to store magical artefacts or important items given the opportunity. In these situations, the mage will usually place a larger undead sentinel to act as a distraction for intruders whilst the Bonewheel Skeletons ambush them from the darkness.

Rolling Death. A Bonewheel Skeleton has no weapons to speak of, and can seem deceptively defenceless when first encountered. Their undeniably deadly nature only becomes clear when they set themselves in motion. Leaping high into the air whilst rolling, a Bonewheel Skeleton is able to leverage its momentum and turn itself into a rolling wheel of spikes and blades that can easily tear through flesh and armour alike with the mass of its impact. The only options for those who face such foes coming towards them are to leap out of the way or attempt to somehow stop the skeleton with their raw strength. Those that fail to do so find themselves being grinded down by the rolling Bonewheel, eventually falling so that the skeleton may continue on its course.

Undead Nature. A Bonewheel Skeleton doesn't require air, food, drink or sleep.



BONEWHEEL SKELETON

Medium undead (undead), neutral evil

Armor Class 12 (armour scraps)

Hit Points 26 (4d8 + 8)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Rolling Pinwheel. If the Bonewheel Skeleton moves at least 15 feet straight towards a target and ends its move next to the target, the target must succeed on a DC 15 Dexterity saving throw, or a DC 18 Strength saving throw, or take 5 (2d4) bludgeoning damage. If the target fails the saving throw, they must repeat the same saving throw again (taking 5 (2d4) slashing damage for each further failed save) until they succeed or their HP reaches 0. If any Dexterity saving throw taken is passed, or the target's HP reaches 0, the Bonewheel Skeleton will continue the rest of its movement straight onwards until it reaches an obstacle. If this is another target, resolve Rolling Pinwheel again for that target (ignoring the minimum movement requirement).

Unarmed. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 (1d4-1) bludgeoning damage.

WE FIRST KNEW OF THEIR COMING WAS THE CLATTERING OF WOOD AGAINST BONE AGAINST STONE. THEN, ALL OF A SUDDEN, THEY CAME OUT OF THE DARKNESS - FIVE OF THE ABOMINATIONS ROLLING TOWARDS US LIKE CATHERINE WHEELS FROM HELL. I CAN STILL REMEMBER THE FIERY GREEN GLOW FROM THEIR SIGHTLESS EYES AS THEY COLLIDED WITH THODOR AND GRIMLEY. WHATEVER MAGIC WAS EMPOWERING THE SKELETONS MADE THEM KEEP SPINNING EVEN WHEN THEY SHOULD'VE STOPPED. ALL THAT WAS LEFT OF THE TWO MERCENARIES WAS A TRAIL OF BLOOD AND MEAT LEADING AWAY BEHIND US - A TRAIL THAT SEEMED TO MOCK OUR FOOLHARDY DESCENT INTO THESE CATACOMBS.

- SIR MARQUIS OF SPADOL,
EXCERPT FROM 'THE CATACOMBS
OF CHEOPS THE III'

BROOD HORROR

Huge monstrosity, chaotic evil

Armor Class 12 (natural armour)

Hit Points 290 (20d12 + 160)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	26 (+8)	3 (-4)	12 (+1)	2 (-4)

Saving Throws Dex +6, Con +12

Senses darkvision 90 ft., passive Perception 11

Languages Queekish (can understand but not speak)

Challenge 12 (8400 XP)

Charge. If the brood horror moves at least 20 feet in a straight line towards a target, add 7 (2d6) damage to the first melee weapon attack that hits the target this turn.

Filth Teeth And Claws. A creature hit by a bite or claw attack must succeed on a DC 16 Constitution saving throw or be poisoned until the end of their next turn.

Foul Ichor. When the brood horror dies, all creatures on the ground within 10 feet of the brood horror must succeed on a DC 18 Dexterity saving throw or suffer 7 (2d6) acid damage as the brood horror collapses in a foul rush of poisonous filth and half-digested remains.

Keen Nose. The brood horror has advantage on Perception (Wisdom) checks that rely on smell.

ACTIONS

Multiaction. The brood horror makes two claw attacks, one bite attack, and one tail attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10+7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage.

"Now who's a good rat-thing? Yes-yes you are!"

- Warlord Muckrat, addressing his mount Stickler

Brood Horror

Brood Horrors are the greatest and most bloated of the Giant Rat species, created and formed when one of the litter begins to mutate extraordinarily fast and begins to feast and devour the rest of its litter, growing at an alarming rate whilst increasing in both strength and savagery. Their mangy fur falls off, leaving behind rippling pale flesh that bulges with muscle. A Brood Horror's filth-encrusted mouth is filled with needle-sharp teeth, sabre-like incisors, and yet-to-be-discovered diseases. Cursed is the foe who survives a Brood Horror attack, for they will likely die in slow agony as contagion courses through their body.

Overgrown Vermin. Great Pox Rats are abhorrent, bloated and hideously overgrown vermin that are bred as a form of combat-mount for man Skaven Warlords. To engorge a Giant Rat to even further mass and obesity requires a Master Moulder of extraordinary talents, and the right blend of growth agents and hide-grafts. When the Beastmasters of Clan Moulder spawn a pack of Giant Pox Rates, there is occasionally one among them who will brutally devour the rest of the brood, growing fat and bloated in both strength and savagery, the twisted forms of its kin visible as they writhe and claw in their fleshy prison. These so-called Brood Horrors are highly prized by the Master Molders and traded with wealthier Skaven clans for many thousands of warp tokens for use as a war mount by especially powerful or ostentatious Skaven warlords, or goaded into battle to flail and crush the foe beneath its clawed limbs, biting and savaging anything that gets within reach with its razor-sharp teeth.



ACID BRUMER

Small monstrosity, unaligned

Armor Class 8

Hit Points 7 (1d12 + 1)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	12 (+1)	4 (-3)	11 (+0)	4 (-3)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Corroding Cloud. Any creature that ends their turn within 5 feet of the brumer must succeed on a DC 13 Dexterity saving throw. A creature that fails the save has a random weapon or armor takes a permanent and cumulative -1 penalty to damage rolls if a weapon, or AC if armor. If its penalty drops to -5, the equipment is destroyed.

ACTIONS

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4-1) piercing damage.

POISON BRUMER

Small monstrosity, unaligned

Armor Class 8

Hit Points 7 (1d12 + 1)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	12 (+1)	4 (-3)	11 (+0)	4 (-3)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Poison Cloud. Any creature that ends their turn within 5 feet of the brumer must succeed on a DC 13 Constitution saving throw be poisoned for 1 minute. A creature can repeat this saving throw at the end of each of their turns.

ACTIONS

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4-1) piercing damage.



Brumers

Brumers are curious amalgamation of symbiosis between large horn beetle, and several species of mushroom fungus that have evolved to coexist together. A prolific specimen in the Underdark, brumers will typically be found wandering around slowly in damp tunnels and caves scavenging the detritus of other creatures for food. Brumers are not aggressive, and present a nominal threat to adventurers. Nevertheless, the creatures should be given a wide berth for when agitated, the horn beetle is able to force its passenger to release clouds of spore and particulate matter into the air around it. The two most common types of fungus will release either a poisonous gas that will cause asphyxiation by polluting the lungs, or a corroding mist that is able to quickly degrade metallic material.

Symbiotic Relationship. The fungus that grows from the horn beetles back is, in actuality, a parasite that feeds very slowly on its host, using its mycorrhiza to extract nutrients from its flesh. This happens slowly enough to not adversely affect the beetle, provided the latter is not starving. The horn beetle, meanwhile, benefits from the mushroom's presence by being able to use it as a self defence mechanism and physical protection should be it attacked. When the horn beetle dies, the fungus will emit a pungent aroma into the air that attracts juvenile horn beetles to feed on the deceased's corpse. Once they begin, the fungus will release a cloud of mist in a final act of reproduction, before it also dies. The juveniles then, once finished, will scurry away covered in spores to become new brumers.



Cairn Wraith

Cairn Wraiths are hooded, spectral spirits of former Necromancers or Sorcerers that have used the corrupting influence of magic to extend their lives beyond the mortal limit, but at the price of losing one's own mortal body. Afraid of the punishment that lies for them in the afterlife, these spirits would try all they can to cling to this fading world.

Touch of Death. Within the material world, these spirits are amongst the most dreaded of all undead. Lacking physical forms altogether, they cannot be put down by axe, sword or hammer. Even the strongest faith and exorcisms used by clerics and priests cannot banish such creatures easily. Worse still, the icy touch of a Cairn Wraith drains the warm essence of mortal men completely. A Cairn Wraith is capable of reaching into the body of an adversary and closing its freezing claws around the victim's vital organs, sending painful chills that kill the man instantly.

Remnant Spirits. For some, the only magic that can be harnessed is unpredictable shamanism or difficult rituals. Many do not realise the inherent hazards of what they are doing. Slowly, the sorcery corrupts them, and as they become steeped in dark magic, these sorcerers learned to extend the span of their lives by decades; even centuries. Most of these seekers of immortality manage to only to preserve their spirits, not their bodies. Decay takes their

mortal forms, rotting it away even as they seek to desperately to sustain it. With no corporeal form to speak of, these sorcerers become wandering spirits, clad only in their death shrouds. As their grip on the world of mortals weakens, these vagrant souls are drawn to places of grief, where they linger feeding on the sorrow of mourners. Not truly alive but unable to die, they become chilling shadows caught between this world and the next as miserable spirits who hunger for the warmth and flesh of mortals. Bound in the mortal realm to tombs and barrows, swathed in robes of inky darkness, these spirits became Cairn Wraiths.

CAIRN WRAITH

Medium undead, neutral evil

Armor Class 11

Hit Points 31 (7d8)

Speed 30 ft., fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	7 (-2)	11 (+0)	4 (-3)

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 3 (700 XP)

Ethereal Sight. The cairn wraith can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The cairn wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the cairn wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Reaping Scythe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 15 (4d6+1) psychic damage.

Etherealness. The cairn wraith enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the cairn wraith that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any cairn wraith's Horrifying Visage for the next 24 hours.





Chaos Eater

Associated with the primordial fire, Chaos Eaters are a type of demon used by more powerful fiends to roam and guard the lower levels of their domains. Chaos Eaters are shaped like an upside down mushroom head filled with a fanged maw and covered with large eyes, held aloft by tube like appendages that end with jaw like claws. Despite their hideous appearance, Chaos Eaters are neither stupid nor ungainly, and can reason and move effectively enough to

pose a significant threat to an unprepared adventurer. **Consuming Maw.** When a Chaos Eater attacks, it aims to grab its enemies with its tentaclaws and throw them into its top maw where they are quickly shredded by hundreds of inwards pointing teeth. For enemies that prove a bit too troublesome, Chaos Eaters are able to spray a corroding acid from their tentaclaws which can dissolve metals and softer materials.

CHAOS EATER

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

Multiple Eyes. The chaos eater has advantage on saving throws against being blinded, and can see in all directions at once.

ACTIONS

Multiattack. The chaos eater makes two tentaclaw attacks.

Tentaclaw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) slashing damage and the target is grappled (escape DC 14). Until the grapple ends, the chaos eater can't use this tentaclaw on

another target. The chaos eater has two tentaclaws.

Corroding Spray. Each creature in a 15 foot cone must make a DC 15 Dexterity saving throw. If a creature that fails the save is wearing armor or wielding at least one weapon, randomly determine one piece. That piece suffers a permanent and cumulative -1 penalty to damage rolls if it is a weapon, or AC if it is armor. If its penalty drops to -5, the piece of equipment is destroyed. Any creature that successfully saves suffers no effects.

Toss & Eat. If the chaos eater is grappling a creature, it can throw the target into its mouth if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the frogemoth, and takes 21 (6d6) acid damage at the end of each of the chaos eater's turns.

The chaos eater's gullet can hold up to one creature at a time. If the chaos eater takes 20 damage or more on a single turn from a creature inside it, the chaos eater must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the chaos eater. If the chaos eater dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.



Chaos Spawn

A warrior who is visited by too many gifts of the Dark Gods eventually succumbs to madness and mutation. His altered body reaches a point where reason no longer sustains it, and he wails in anguish as his flesh ripples, sprouts and writhes, undergoing the most profound and final of changes. Some unfortunates burst open like fleshy flowers, bloat like week-old corpses, or find tentacles and hairy arms that end in twisted mockeries of their own faces emerging from every orifice. Some grow into distended caricatures of beasts, with the heads of insects or predators pushing out from their chests and shoulders. Others find their rapidly swelling flesh covered in blisters and buboes that burst open to reveal great bloodshot eyeballs, horror and panic writ large in every one. Truly, Chaos Spawn have a thousand faces and forms. The only thing that unites them is the repugnance of their new flesh.

Wretched Existence. This new life, so casually granted by the Gods of Chaos, is always a short and painful one. It is the fate of the Chaos Spawn to die, either on the field of battle by axe or sword, torn apart in the wilds by a creature even more savage and desperate, or literally ripped asunder by the wild Chaos energies that course through its tortured body. Driven to violence by their madness, in battle, a Chaos Spawn will fall upon the enemy with desperate energy, moaning and roaring in a mixture of rage and forlorn hope that a lean blow will put them out of their misery. Retreat is unthinkable to a spawn, for the sword blows of the enemy are as a blissful release compared to the pain it feels inside.

CHAOS SPAWN

Large aberration, chaotic evil

Armor Class 13 (natural armour)

Hit Points 76 (8d10 + 32)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	4 (-3)	6 (-2)	2 (-4)

Condition Immunities frightened

Senses blindsight 90 ft. passive Perception 8

Languages -

Challenge 2 (450 XP)

Amalgamation Of Limbs. At the start of each of the chaos spawn's turn, roll 4d6. The chaos spawn gains a number of feet movement equal to the total for that turn.

Disturbing Horror. A creature that starts its turn within 30 feet of the chaos spawn must succeed on a DC 13 Wisdom saving throw or become frightened until the start of their next turn. A creature that succeeds is immune to this ability for one hour.

ACTIONS

Multiaction. The chaos spawn makes 1d4 melee weapon attacks.

Limb. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6+3) damage. Randomly determine the type of damage between bludgeoning, slashing or piercing.



CRAGSPIDER

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) slashing damage.

Fire Stream. Each creature in 15 feet straight line from the cragspider and not behind full cover must succeed on a DC 13 Dexterity saving throw or suffer 9 (2d8) fire damage.

Cragspider

Hideous creatures akin to a supernatural hybrid of crab and spider, Cragspiders primarily reside in foetid swamps where they hunt and feed on lesser denizens such as giant leeches and mosquitoes. With wings too stubby to lift their fat bodies off the ground for more than a few metres, and ungainly appendages too awkward to run quickly, it's a wonder at all Cragspiders are able to survive at all. Yet an unaware adventurer will soon find out that, somehow, these grotesque things are able to spew jets of flame – an effective tool at both subduing prey and warding off predators.

Mutated Monstrosities. Cragspiders are actually the mutated remains of a cult dedicated to the primordial fire. Their members aspired to become demons like their spider-like leaders, and in a way they got their wish. Through prolonged exposure to magical energies they mutated and devolved to become like the parasites which clustered around their masters. Somehow, this transformation imbued them with a portion of the flame that they worshipped. For reasons unknown, their masters disappeared and now the creatures now known as Cragspiders are all that remains of their religion.

Crystal Golem

The first crystal golems were used as servants of an insane dragon who disappeared into reclusion in millenia gone past. Now, their creation has spread into wider public knowledge after the discovery of their golem creation manual, and crystal golems can now been seen in use once more as a popular, more aesthetically pleasing (albeit more expensive) alternative to stone golems.

STONE GOLEM VARIANT: CRYSTAL GOLEM

A crystal golem has a challenge rating of 10 (5900xp) and has the following traits:

Damage Resistances. force

A crystal golem replaces the Slow attack option with the following:

Crystal Wave (Recharge 5–6). All creatures within 15 feet of the crystal golem must make a DC 17 Dexterity saving throw, taking $28\ (8d6)$ piercing damage on a failed save, or half as much damage on a success.





Cygor

The Cygors are distant cousins of the Minotaurs, but because they hail from the most tainted of all the realms of the world, they have diverged greatly from their kin. They are huge, hideously malformed giants, similar in form to Minotaurs, yet each possessed of but a single eye that barely sees the world in the centre of its forehead. Through this eye, the Cygor is cursed to see not the material realm that mortals perceive, but the evershifting winds of magic, seeing perfectly the spectrum of arcane power as they blow through and around the indistinct, ghostly shapes that populate their world. Assailed by such visions since birth, Cygors are all quite mad.

Soul Hunger. Thus, a Cygor will blunder indiscriminately through the great forests of the world, smashing through trees they cannot see and laying waste to anything in their path. They hunger constantly, for they can scarcely perceive the prey other Minotaurs might hunt down and devour. While a Cygor will devour his prey with as much, if not more, greed than a Minotaur, the victim's body is a merely a vessel for that which the Cygor truly craves above all else – the soul. A Cygor can detect those possessed of magical powers from leagues away, for the souls of these individuals blaze with searing light, and the Cygor desires to consume such sweetmeats above all others. These gigantic, eldritch predators constantly hunt mages, warlocks, and witches, desperate to consume their flesh and thereby ingest the bright soul within.

CYGOR

Huge monstrosity, chaotic evil

Armor Class 13 (natural armour)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	5 (-3)	7 (-2)	2 (-4)

Condition Immunities charmed, frightened

Senses passive Perception 8

Languages -

Challenge 9 (5000 XP)

Magesight. The cygor has advantage on attack rolls and Perception checks against targets that are either carrying a magic item, has magical attacks, is able to cast spells, or is undead. The cygor has disadvantage on attack rolls and Perception checks against all other targets.

Mage Terror. Any creature that is able to cast spells that starts its turn or enters a space within 60 feet of the cygor must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute, and lose concentration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours.

Magic Resistant Hide. The cygor has advantage on saving throws against spells and other magical effects, and has resistance to damage from spells.

ACTIONS

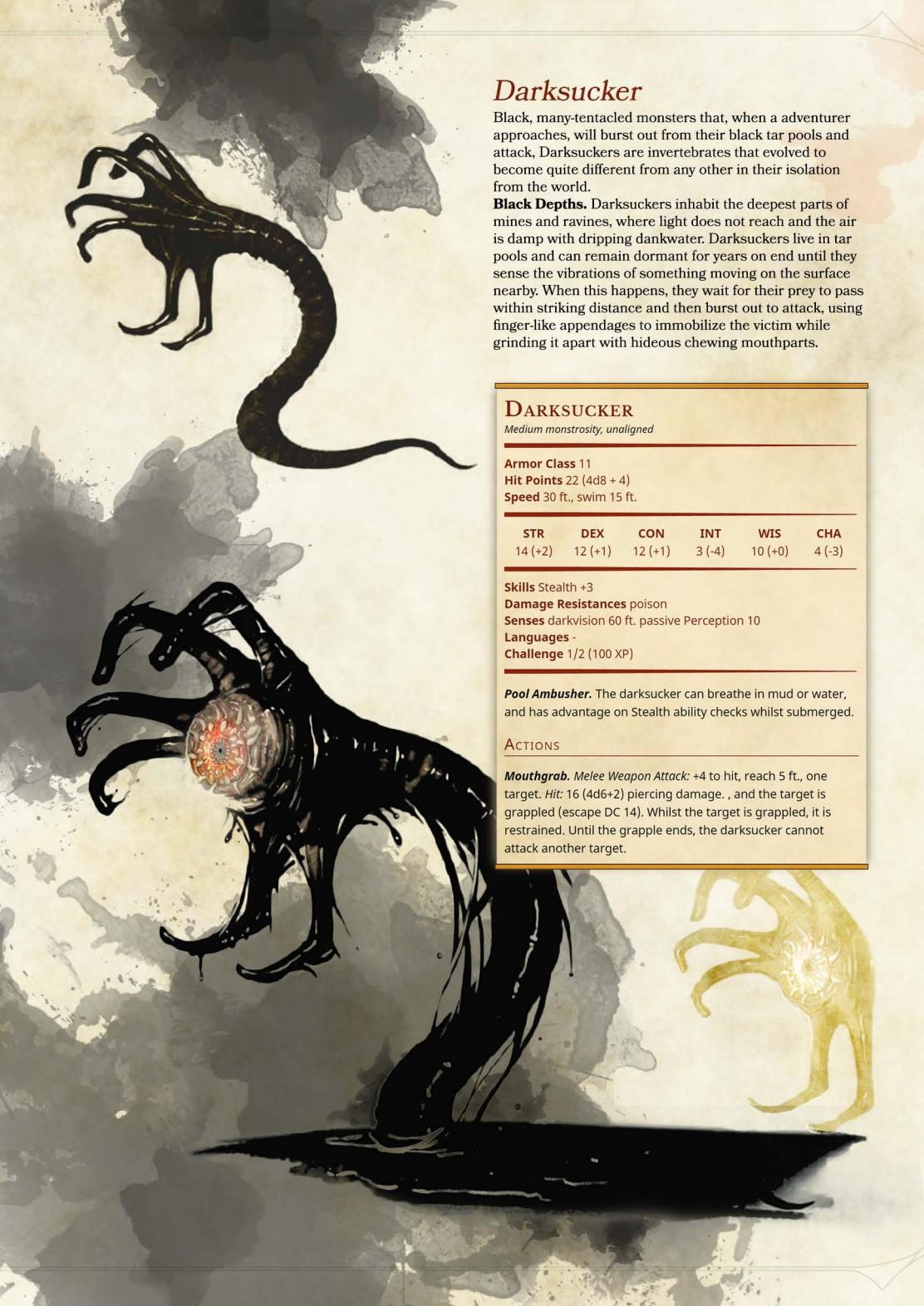
Multiattack. The cygor makes two claw attacks and one stomp attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) slashing damage.

Rune-inscribed Rock. *Ranged Weapon Attack:* +9 to hit, range 40/160 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage. Hit or miss, put down a marker within 5 feet of the target to represent the rune-inscribed rock. The cygor has advantage on attack rolls and Perception checks against targets within five feet of these markers. This attack is a magical attack.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Mage Hunters. Cygors seek out those wielding the powers of magic as a shark drawn to blood. They carry with them the rune-etched remnants of shattered way stones, temples and monoliths, for this is the only unifying material they can truly perceive. These boulder-sized missiles are hurled at foes so they can close with their prey unhindered. The sheer size and ferocity of a Cygor is terrifying enough to mortal men, but the mere presence of a Cygor is often enough to cause those spellcasters who witness one to foul the casting of their spells. To a mage a Cygor is unutterably fearsome, for he knows that of all the warriors he may be with it is him alone that the Cygor wants to catch up in its gnarled hands and lift them to that hungry maw, his flesh it wants to tear apart, and his soul it must devour to slake its unending thirst.



Darksucker

Black, many-tentacled monsters that, when a adventurer approaches, will burst out from their black tar pools and attack, Darksuckers are invertebrates that evolved to become quite different from any other in their isolation from the world.

Black Depths. Darksuckers inhabit the deepest parts of mines and ravines, where light does not reach and the air is damp with dripping dankwater. Darksuckers live in tar pools and can remain dormant for years on end until they sense the vibrations of something moving on the surface nearby. When this happens, they wait for their prey to pass within striking distance and then burst out to attack, using finger-like appendages to immobilize the victim while grinding it apart with hideous chewing mouthparts.

DARKSUCKER

Medium monstrosity, unaligned

Armor Class 11

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	3 (-4)	10 (+0)	4 (-3)

Skills Stealth +3

Damage Resistances poison

Senses darkvision 60 ft. passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Pool Ambusher. The darksucker can breathe in mud or water, and has advantage on Stealth ability checks whilst submerged.

ACTIONS

Mouthgrab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 16 (4d6+2) piercing damage. , and the target is grappled (escape DC 14). Whilst the target is grappled, it is restrained. Until the grapple ends, the darksucker cannot attack another target.

Dragon Ogres

Dragon Ogres are amongst the most ancient of the world's living creatures. Ages ago, the elders of their race made a pact with the gods, embracing damnation in order to save themselves from a slow decline into extinction. They were given eternal life, and in return, the entire Dragon Ogre race put themselves at the deities' command. Since that day, the Dragon Ogres have carved their names across the ages as immortals who can only die in battle, monstrous beings that rouse themselves only in the name of destruction.

Called by the Storm. Though they have lived for an age, Dragon Ogres spend most of their years slumbering under the mountains, and it is only when terrible storms assail the crests of the world that they stir and come to life. As lightning spears out of the skies, the Dragon Ogres scale mountain and glacier. They do this in order to bathe in lightning, rejoicing in the raw forces of nature, for it is the storm that invigorates them and fills them with deadly energy for their coming battles.

Ragnarok. The Dragon Ogres look forward to a time when their eternal bondage will end with the destruction of the world. Amid the lightning and thunder of the apocalypse, they believe that their entire race will wake once again. Until then, these creatures bring death to the enemies their lords in preparation for the End Times, hewing bodies with every sweep of their blades and swipe of their monstrous claws.

Dragon Ogre Shaggoths

Dragon Ogre Shaggoths are living legends of carnage and devastation. As a Dragon Ogre ages, it becomes ever larger, growing stronger and more powerful. As long as it can find lightning to refresh its body and revitalise its mind, there is no limit to the size one can reach. The eldest and most primal of their kind are truly titanic beings, each a towering mountain of muscle and fury, reinforced by the power of the raging storm.

The Original Titans. Alive before the Elves had mastered the written word, before the first greenskins crawled out of their caves, perhaps even before the Old Ones themselves visited the world, the oldest Shaggoths towered over forest canopies, temples and even fortresses. These monsters are the same creatures that bartered with the primordial gods, and all who stand before them are slain with blade and claw.

Rising with the End. Only the mightiest of thunderstorms can awaken a Dragon Ogre Shaggoth, and it is fortunate for the world that such ferocious tempests are rare. However, with each passing year the storm clouds grow a little blacker, and legend has it that when the End Times come, a storm will break of such apocalyptic magnitude that even the sire of the Dragon Ogre race, Krakanrok the Black will emerge from his ten-thousand-year slumber to lead his people in the final battle to visit his fury upon the world.

A Dragon Ogre Shaggoth's Lair

Dragon Ogre Shaggoths make their lairs near the summits of the highest mountains of the north, where the collision between clouds and land causes frequent storms. These places often have strange ruins nearby of some unknown and extinct culture. When Shaggoth's slumber, they do so in the heart of a mountain cave.



Lair Actions

On initiative count 20 (losing initiative ties), a Dragon Ogre Shaggoth can take a lair action to cause one of the following effects:

- Torrential winds and rain blow through the lair, making aiming an arduous challenge. All ranged attacks within 300 feet of the dragon ogre shaggoth are made with disadvantage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
- The mountain itself shakes with a colossal roar. All creatures within 120 feet of the dragon ogre shaggoth must succeed on a DC 15 Strength saving throw or be knocked prone.
- Lightning falls from the sky, seeking out targets as if they were sentient. Each creature within 120 feet of the dragon ogre shaggoth (including the shaggoth itself) must succeed on a DC 15 Dexterity saving throw or take 5 (1d10) lightning damage and be deafened.

Regional Effects

The region containing a Dragon Ogre Shaggoth's lair is warped by magic, which creates one or more of the following effects.

- Within 5 miles of the lair, the weather is always thunderstorming. Everything is lightly obscured by rain, all slopes are difficult terrain, and creatures travelling through the region have a 5 percent chance to be struck by lightning every 10 minutes.
- Wild beasts and plants within 5 miles of the lair grow up to twice as large as normal and have immunity to lightning.
- Once per day, the dragon ogre shaggoth can alter the weather in a 5 mile radius centred on its lair to be either driving hail or a blizzard. The dragon ogre shaggoth doesn't need to be outdoors; otherwise the effect is identical to the control weather spell.

If the Dragon Ogre Shaggoth dies, these effects fade over 1d10 days.

DRAGON OGRE

Huge monstrosity (dragon ogre), neutral evil

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	13 (+1)	17 (+3)	8 (-1)

Saving Throws Int +5, Wis +7

Skills Athletics +11, Intimidation +11

Damage Immunities lightning

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities frightened, stunned

Senses darkvision 30 ft. passive Perception 13

Languages Common, Dragon Ogre, Giant

Challenge 12 (8400 XP)

Storm Rage. Whenever the dragon ogre is subject to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiaction. The dragon ogre makes two melee weapon attacks.

Thunderhammer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 34 (5d10+7) bludgeoning damage. Whether this attack hits or not, all Large or smaller size creatures within five feet of the target must succeed on DC 18 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the dragon ogre's choice that is within 60 feet of the dragon ogre and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon ogre's Frightful Presence for the next 24 hours.



DRAGON OGRE SHAGGOTH

Gargantuan monstrosity (dragon ogre), neutral evil

Armor Class 19 (natural armor)

Hit Points 351 (19d20 + 152)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	15 (+2)	19 (+4)	9 (-1)

Saving Throws Int +8, Wis +10

Skills Athletics +16, Intimidation +16

Damage Immunities lightning

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, stunned

Senses darkvision 30 ft., passive Perception 14

Languages Common, Dragon Ogre, Giant

Challenge 20 (25000 XP)

Storm Rage. Whenever the dragon ogre shaggoth is subject to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Legendary Resistance (3/Day). If the dragon ogre shaggoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon ogre shaggoth makes two melee weapon attacks.

Starcrusher. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 55 (7d12+10) bludgeoning damage. Whether this attack hits or not, all Huge or smaller size creatures within ten feet of the target must succeed on DC 21 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the dragon ogre shaggoth's choice that is within 120 feet of the dragon ogre shaggoth and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon ogre shaggoth's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The dragon ogre shaggoth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon ogre shaggoth regains spent legendary actions at the start of its turn.

Call Lightning. A creature within 300 feet of the dragon ogre shaggoth must succeed on a DC 21 Dexterity saving throw or take 17 (3d10) lightning damage. This damage is increased by 5 (1d10) if this legendary action is used in stormy conditions.

Indomitable. The dragon ogre shaggoth ends one condition or spell affecting it.



THEY ARE FOUL CREATURES, CRAFTED BY SORCEROUS RITUALS AT FORLORN SPOTS DEEP IN THE TRACKLESS SWAMP, WHERE A PREVIOUS WAYFARER HAS LOST HIS LIFE. THEIR FORMS ARE TYPICALLY MADE UP OF SWAMP MUD AND THE DETHRITUS OF BOGS. THEIR CRIES ARE STRANGE AND MOURNFUL. A SPELL CASTER OF SORTS OFTEN ACCOMPANIES A FENBEAST, BUT NOT REVENGE AGAINST THE LIVING AND SO THEY KILL, UNABATED, UNLESS THEIR DARK MASTER BIDS THEM OTHERWISE. A PRIEST OF MORR CAN LAY ONE TO REST, BUT IT IS NO EASY FEAT.

-- METRIOUS NULL FROM ON THE MISTY ISLE

FENBEAST

Large construct, unaligned

Armor Class 14 (natural armour)

Hit Points 137 (11d12 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	22 (+6)	4 (-3)	12 (+1)	1 (-5)

Saving Throws Con +9

Damage Immunities force, poison, psychic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages of its creator but cannot speak

Challenge 8 (3900 XP)

Immutable Form. The fenbeast is immune to any spell or effect that would alter its form.

Magic Absorption. The fenbeast regains 3d6 hit points whenever a spell targets it. In addition, whenever the fenbeast is subject to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt.

Magic Resistance. The fenbeast has advantage on saving throws against spells and other magical effects.

Magic Weapons. The fenbeast's weapon attacks are magical.

Swampstrider. The fenbeast is not affected by swamp, marsh, bog, shallows or similar types of difficult terrain.

ACTIONS

Multattack. The fenbeast makes two slam attacks and the absorb action.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage and 4 (1d6) necrotic damage

Absorb. The fenbeast targets one creature it can see within 60 feet of it. If the target has one or more unused spell slots, the target must make a DC 15 Dexterity saving throw. On a failed save, one randomly chosen unused spell slot becomes used, and the fenbeast gains a number of temporary hit points equal to five times the consumed spell slot level.

Fenbeast

Fenbeasts are magical constructs, roughly humanoid shaped hulks animated by mystic arts, composed of the souls and bones of creatures that were drowned in the fens as well as of the mud, wet wood and rotting plants of the swamp itself. They are incredibly strong, for Fenbeasts draw their power from the ground beneath their shambling feet. So hardy is a Fenbeast that it can withstand a strike from a cannonball, reforming its sodden flesh around the wound and even regrowing limbs, should the need arise.

Fueled by Magic. The only thing preventing the widespread use of Fenbeasts by wizards and sorcerors is the immense magical energy required to create one out of the living earth and keep it functioning. Away from a site of magical power, a Fenbeast will last scant minutes before consuming all nearby eldrich energy and crumbling to a rotten ruin once more. However, legends speak of places where ancient ogham stones lie, rune-covered rocks of a bygone age that supposedly channel mystical power. It is a strange coincidence then that tales of the most powerful Fenbeasts are told in the very same mist-shrouded regions ogham stones are still said to be found.

Loyal Constructs. Fenbeasts, being all but devoid of will, are not imaginative opponents, but this can change with a skilled handler. As they do not feel fear or pain, and are extremely strong, they make for excellent guards. Despite their hulking size, their appearance means that a dormant Fenbeast appears as little more than a mound of moss and fern, with a hint of bone if one were to peer closer. Normally if their summoner is killed, they will collapse back into mud and rotting swamp detritus.



Fimir

To the isolated settlements on fog-shrouded fen and swamp, from the hinterlands of the north moors to the edges of far southwest, the Fimir are a creature of sinister legend made manifest. Cold and cruel and mightier than any man, with a single baleful eye atop a pointed snout bristling with jagged fangs, to some these scaled nightmares are daemons incarnate, but the truth is much stranger and darker.

From the Mists of Time. Once when all the world was fog-shrouded and dark, legend has it that these cyclopean fiends ravaged the old world in mighty warbands, tearing down the cities of the elves and struggling in bloody conflict with the wild men who dwelt in the lands that would millennia later become civilisation. For centuries they roared the praises of the dark gods of Chaos and many creatures, now long forgotten, were butchered on their gore-splattered altars. Then their time came to an end, the world changed and the fickle lords of Chaos abandoned them to a slow lingering death amid their crumbling fortresses and lost glory. Now the dwindling Fimir, degenerate and malign, are reduced to plotting raids from within their forlorn strongholds and nursing bitter hatred for those that now rule where once they were masters.

Desolate Lords. Fimir strongholds take the form of forbidding, craggy piles of rock, crudely built in the semblance of the castles of more civilised races. Such dwellings are seldom seen by outsiders, for they are wreathed in thick mist, a miasma which is magically generated by the Fimir to shield their fortresses from prying eyes, and themselves from the harsh glare of the sun.

Eye of the Balefiend. Only the Fimir sorcerers, known as Draich or sometimes as Balefiends, spend prolonged periods in the lands beyond the mists. Such creatures have but one goal – to destabilise the barrier between the mortal world and the Realm of Chaos, thus aiding the Chaos Gods to their ultimate victory, and so regaining their favour. A Balefiend's sorceries seem crude and ritualistic compared to the magic of elves or even men, but they are no less potent, for they are woven with power stolen from daemons.

FIMIR WARRIOR

Medium humanoid (fimir), lawful evil

Armor Class 17 (heavy armour)

Hit Points 66 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	13 (+1)	15 (+2)	9 (-1)

Skills History +3, Insight +4, Perception +4, Survival +4

Senses darkvision 40 ft. passive Perception 12

Languages Fimir

Challenge 2 (450 XP)

Cold Blooded. Fimir have advantage on saving throws against being frightened or charmed.

Fenlurkers. Fimir have advantage on Stealth (Dexterity) ability checks in swamp, fens, moors, or similar terrain. In addition, fimir count as having half cover against ranged attacks whilst in fog or mist.

ACTIONS

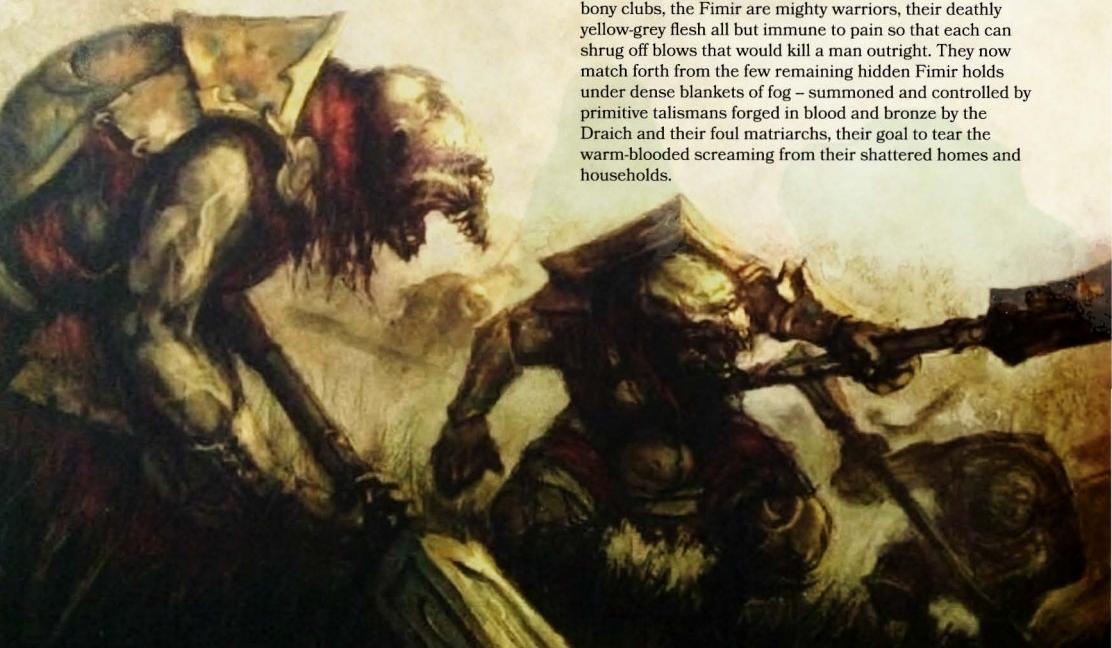
Multiaction. The fimir warrior makes one macestaff attack and one tail attack.

Macestaff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., Hit: 8 (1d8+4) bludgeoning damage.

A Balefiend's cyclopean eye can see the ebb and flow of the winds of magic in the same way a man's perceives light and shadow, which allows them to make the best use of whatever magical power is available.

War Brethren. Larger and more ferocious than their sorcerous Draich brethren, with tails tipped with huge bony clubs, the Fimir are mighty warriors, their deathly yellow-grey flesh all but immune to pain so that each can shrug off blows that would kill a man outright. They now march forth from the few remaining hidden Fimir holds under dense blankets of fog – summoned and controlled by primitive talismans forged in blood and bronze by the Draich and their foul matriarchs, their goal to tear the warm-blooded screaming from their shattered homes and households.



FIMIR BALEFIEND

Medium humanoid (fimir), lawful evil

Armor Class 15 (natural armour)

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	18 (+4)	18 (+4)	15 (+2)

Skills Arcana +6, History +6, Insight +6, Perception +6

Senses darkvision 40 ft., truesight 120 ft., passive Perception 14

Languages Fimir

Challenge 4 (1100 XP)

Cold Blooded. Fimir have advantage on saving throws against being frightened or charmed.

Fenlurkers. Fimir have advantage on Stealth (Dexterity) ability checks in swamp, fens, moors, or similar terrain. In addition, fimir count as having half cover against ranged attacks whilst in fog or mist.

Spellcasting. The fimir balefiend is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The fimir balefiend has the following wizard spells prepared:

Cantrips (at will): *chill touch, minor illusion, thunderclap*

1st level (4 slots): *bane, hellish rebuke, witch bolt*

2nd level (4 slots): *crown of madness, heat metal, phantasmal force*

3rd level (4 slots): *bestow curse, counterspell, lightning bolt*

4th level (3 slots): *blight, phantasmal killer*

5th level (2 slots): *contagion, destructive wave*

6th level (1 slots): *eyebite*

ACTIONS

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.



FIMIR NOBLE

Medium humanoid (fimir), lawful evil

Armor Class 18 (heavy armour)

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	16 (+3)	18 (+4)	12 (+1)

Skills History +5, Insight +6, Perception +6, Survival +6

Senses darkvision 40 ft., passive Perception 14

Languages Fimir

Challenge 4 (1100 XP)

Cold Blooded. Fimir have advantage on saving throws against being frightened or charmed.

Fenlurkers. Fimir have advantage on Stealth (Dexterity) ability checks in swamp, fens, moors, or similar terrain. In addition, fimir count as having half cover against ranged attacks whilst in fog or mist.

ACTIONS

Multiaattack. The fimir noble makes two macestaff attacks and one tail attack.

Macestaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 9 (1d8+5) bludgeoning damage.



Ghorgon

Sickening beasts that have grown to impossible dimensions on a diet of raw flesh and warping magic, a Ghorgon is a many-limbed, ox-headed slaughterer possessed of an urgent need to devour and destroy. A near-mythical creature even amongst the deepest denizens of the world's great forests, it is well that these 'bloodbrutes' are so rare, for even one Ghorgon can consume an entire town in a single frenzied and terrifying night. Ghorgons are the ultimate carnivores, driven to devour anything they can catch – the meatiest the better.

Blighted Mutants. Such is the monstrous viciousness of these creatures that they must surely have consumed the tainted as well as the true. Some whisper that it is not just mountains of raw flesh the Ghorgons consume, but also the baleful glowing shards of wyrdling stone that nestle in the cankerous depths of the blighted forests. Perhaps the nature of the twisted beasts upon which the Ghorgons feast has burgeoned forth in fleshy tribute to the chaos of the deep woods. Either way, Ghorgons bear grotesque mutations that aid them in their eternal quest to wolf down those they catch. A Ghorgon usually has at least four arms, two typically ending in bony blades like those of axes or cleavers the better to carve the prey, and two ending

in great grasping hands so the bloodbrute can shovel its victims into its slobbering maw. Some have fang-lined mouths in place of their hearts, or are covered head to foot in gnashing jaws that wail and bellow with unholy hunger. Ghorgons have flaring nostrils that twitch and sniff at the scent of blood able to function equally well be it night or day. So sensitive is a Ghorgon's sense of smell that they can track the trails of passing prey despite a scent being several days old.

Ravenous Hunger. In battle, a Ghorgon will wade into a mass of enemies and uses its many arms to grasp, stuff and shovel great goblets of flesh into its multiple maws. In its insatiable lust for food, the Ghorgon has been known to swallow victims whole, the entire body bolted down in a savage display of gluttonous delight. Smearred with gore and drooling slather, a Ghorgon can regain new strength from its flesh feast. Yet no matter how much a Ghorgon devours, the hideous beast remains as ravenous as ever.

GHORGON

Huge monstrosity, chaotic evil

Armor Class 14 (natural armour)

Hit Points 207 (18d12 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	3 (-4)	7 (-2)	1 (-5)

Skills Athletics +10

Condition Immunities frightened, charmed

Senses passive Perception 8

Languages -

Challenge 10 (5900 XP)

Reckless Rage. If the ghorgon has less than half its maximum hit points at the start of its turn, it enters a enraged state. For one hour, the ghorgon has resistance to bludgeoning, piercing and slashing damage. It has advantage on all melee weapon attack rolls, Strength checks and Strength saving throws, but all attack rolls against it also have advantage.

ACTIONS

Multiaction. The ghorgon makes two claw attacks and two grab attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) slashing damage.

Grab. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d4+6) bludgeoning damage. If this attack hits, the ghorgon may attempt to grapple the target as a free action.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) slashing damage. This attack may be taken as a bonus action against a grappled target. If this attack hits, the ghorgon regains 10 hit points. If a creature is reduced to 0 hit points by this attack, it dies as it is swallowed whole by the ghorgon, and the ghorgon regains an additional 20 hit points.

"SHOOT IT DOWN!

FOR THE SAKE OF ALL THAT IS HOLY, RELOAD, RELOAD!"

-- LAST WORDS OF BALLISTA CAPTAIN UDOLF HERZELMAN





IT DESCENDED FROM THE SKIES LIKE A THUNDERBOLT.
HOTTER THAN A FORGE WERE ITS FIRES, AND MANY OF
OUR KIN WERE SLAIN.

ON THIS BEAST WE HAVE SWORN REVENGE.

-- ENTRY FROM UNGRIM IRONFIST'S BOOK OF GRUDGES

GREAT TAURUS

Large monstrosity, neutral evil

Armor Class 16 (natural armour)

Hit Points 172 (15d12 + 75)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	7 (-2)	13 (+1)	6 (-2)

Saving Throws Str +9, Con +7

Damage Immunities fire

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages understands Ignan but can't speak

Challenge 8 (3900 XP)

Blazing Body. A creature that ends its turn within 5 feet of the great taurus takes 7 (2d6) fire damage.

Blunting Flames. Bludgeoning, piercing and slashing damage taken from non-magical weapons is reduced by 5.

Fuelled By Fire. Whenever the great taurus is subject to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Trampling Charge. If the great taurus moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

ACTIONS

Multiattack. The great taurus makes two hooves attacks.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) piercing damage and 7 (1d12) fire damage

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 11 (1d10+6) bludgeoning damage and 6 (1d10) fire damage

Fire Breath (Recharge 6). The great taurus exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Great Taurus

The Dark Lands are a haven for monsters of all shapes and sizes. Yet in all this realm, it is the Great Taurus that reigns supreme, for it is less a living creature and more a manifestation of the Dark Land's rage. In form no two Great Taurus are ever quite alike, and the mightiest of them are truly massive beasts that never die except by violence, named as Bale Taurus in dark legend. All Taurus bear the overall resemblance of a huge, winged, demonic bull whose flesh burns with the terrific intensity of a living furnace sufficient to wreath it in fire and choking smoke. Indeed, so angrily and so hot does the Great Taurus' skin burn that swords and axes become molten and blunt in the very process of striking it, and arrows turn to nought but cinders. When the Great Taurus moves across the ground, sparks fly from its horns and red lightning plays about its hooves lighting the ground afire. As a Great Taurus swoops through the air, heat waves shimmer at its coming and choking black clouds swirl in contrails behind it. With each snorting exhale, flame erupts from the beast's flared nostrils, and an oily smoke curls from its gaping maw. In its rage, even the monster's eyes seem to smoulder.

From the Dark Lands it Came. To many who would consider themselves wise in such things, the burning wrath of the Great Taurus is little more than a myth. As creatures of flame and ash, Great Taurus cannot stray far from the Dark Lands save for when the winds of magic are at their strongest, for no other part of the world is so suffused by the power that sustains it. But those who inhabit the Dark Lands know better. They fear the ash trailing shadows that might circle the sky, and plummet of the Great Taurus like a red-wreathed comet to its prey. Only by careful channelling of fire magicks can a Great Taurus be lured into other realms, but the beast's raw might more than compensates the effort involved if one is so bold as to tame it.

Hexwraith

The first sightings of the Hexwraiths are shrouded in mystery, but it is said that they are created on the cursed night of Hexensnacht, the first day of the New Year, tearing their way into the mortal realm from the bowels of the underworld. The Hexwraith's shade-like existence leaves it with a hunger that only the succour of a damned soul can satiate. Once the curse of the Hexwraiths has been laid upon their prey, there can be no escape – the spectral horsemen can hurtle across rivers and pass through mountainsides on their incorporeal steeds without slowing their headlong charge.

HEXWRAITH

Large undead, neutral evil

Armor Class 11

Hit Points 60 (11d8 + 11)

Speed 30 ft., fly 75 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	6 (-2)

Skills Perception +4

Damage Immunities necrotic, poison

Damage Resistances acid, fire, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities grappled, paralyzed, petrified, prone

Senses darkvision 60 ft., passive Perception 11

Languages any languages its summoner knew

Challenge 5 (1800 XP)

Ethereal Sight. The hexwraith can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Sunlight Sensitivity. While in sunlight, the hexwraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It may end its turn inside an object.

ACTIONS

Multattack. The hexwraith makes two melee weapon attacks and uses its horrifying visage.

Spirit Scythe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 23 (6d6+2) psychic damage and the target must succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn.

Etherealness. The hexwraith enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the hexwraith that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any hexwraith's Horrifying Visage for the next 24 hours.

Ethereal Riders. Hexwraiths are able to move from the realm of spirits to the mortal world and back again at will. They share many similarities with Cairn Wraiths, though they are not bound to places of death and grief, but instead are able to roam freely. The scythe-like weapons they use to slay their prey would be lethal enough in the material realm, but because the Hexwraiths shimmer between worlds, their spirit scythes are able to pass through gromril armour or scaled dragon hide without hindrance.

Soul Harvesters. A single blow from a spirit scythe can snatch away a mortal's essence whilst leaving his physical form completely unharmed. It is these strange weapons that earn the Hexwraiths their nickname of 'reaper knights', for they harvest the souls of the living just as a farmer reaps his crop. A soul taken by a Hexwraith does not dissipate altogether, but is instead absorbed by the spectre that took it. These dread reapers hence burn with flickering flame; all that is left of the horrified spirits they have stolen from the mortal realm.

Horsemen of Fear. The sight of a pack of cackling Hexwraiths approaching fast, spirit scythes held high and unnatural soulfires flickering from their eye sockets, is enough to chill the blood of even the most seasoned warrior and send them fleeing. Able to glide through all physical obstacles, whether it would be stone, fire or flesh, these Hexwraiths could not be defeated by simple mortal weapons. It is only with faith and the use of magical spells and items that one would have any chance of harming a Hexwraith in combat.



"We heard it first. Wailing and mewling. Growling and fading. The trees bucked and cried and I thought they tried to pull up their roots and flee from what drew near. Would that we had been so wise."

We saw its approach through the darkened eaves, now crawling in the dirt, now flapping upwards, as it could not decide if it was a snake or sparrow. Then it came into the moonlight and we saw it true. Did we fight? I cannot say. All I recall is the clotted fur and an embracing drool. Twisting limbs. Tearing rock. Rotting Metal. Melting fingers. The stench of cadavers and burning honey. My eyes screamed, my tongue shook, my knews spewed. It ate my friends and drank my soul. It took my mind I know not where, for it is no longer here with me."

— Interview with sole survivor of Reikwald forest patrol (one hundred men), incarcerated in Frederheim Sanitorium

JABBERSLYTHE

Huge monstrosity, chaotic evil

Armor Class 13 (natural armour)

Hit Points 180 (19d10 + 76)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	18 (+4)	13 (+1)	16 (+3)	1 (-5)

Senses passive Perception 13

Languages -

Challenge 7 (2900 XP)

Aura Of Madness. Each creature that starts its turn within 40 feet of the Jabberslythe and can see the monster must succeed on a DC 13 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does on its turn. On a 1 to 4, the creature does nothing. On a 5 to 7, the creature takes no action or bonus action and uses it's movement to move in a randomly determined direction. On a 8 or 9, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. On a 10, the creature make a melee attack against itself which hits automatically.

Spurting Bile Blood. Whenever a creature deals piercing or slashing damage to the jabberslythe whilst within 5 feet of it, the creature takes 5 (1d10) acid damage.

ACTIONS

Multiaction. The Jabberslythe makes two claw attacks, a slythey tongue attack and a tail attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage. Target must succeed on a DC 14 Constitution saving throw or become poisoned until the end of their next turn

Slythey Tongue. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 30 ft., one target. *Hit:* 11 (2d10) acid damage. Target becomes grappled and is immediately pulled to within 5 feet of the jabberslythe

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.



Jabberslythe

Jabberslythes are amongst the most ancient and foul of all the creatures of the deep forest. They are truly repugnant to look upon, having such grotesque and twisted features that even the clearest pools of water will not offer up their reflection. A sickening fusion of toad, sludge-drake, and many-limbed insect, the Jabberslythe encompasses all that is unwholesome and vile about nature and magnifies it a hundredfold.

Of Bile and Tongue. Ungainly and clumsy creatures, Jabberslythes have a thick, sticky proboscis-like tongue that they can shoot out in the blink of an eye, capable of ensnaring and pulling a creature as large as a horse into the Jabberslythe's gaping mouth when it retracts. Under their hooded eyes gleams a predatory intelligence, and in place of blood they have stinking, vitriolic bile that spurts out from the slightest wound in great gouts of hissing black fluid, burning anything it touches. Hiding from a Jabberslythe is no defence. They have rudimentary wings that allow them short bursts of ungainly flight, and they are terribly persistent when prey is in sight.

Crime Against Nature. However, the most horrendous of all the Jabberslythe's weapons is its vile appearance. The Jabberslythe is a creature so unsightly, a monster so disturbing to look upon, that an aura of madness surrounds it. There is something so unearthly and unsettling about these beasts that to even set eyes upon one is to risk having one's sanity ripped asunder. It is said that a Jabberslythe is so horrible to view, that even clear pools of water will not offer up a reflection. Those that look upon a Jabberslythe for too long find themselves clawing at their own eyes, crawling in tight circles, babbling nonsense rhymes in a gibberish tongue, shrieking with manic laughter, or even gutting themselves with their own weapons in their desperation to escape the nightmarish vision that has seared itself into their brains, forever haunting them. These unfortunate are easy prey for the Jabberslythe, which will lumber towards its hapless victims with acidic drool spilling from the upturned corners of its fang-ridged maw.

Kharibdyss

The Kharibdyss is a loathsome beast of the uncharted depths, its kind seldom seen on land. A bottom-feeding monster that hunts the ocean floors, Kharibdyss are noted for their ferocious appetites, and their voracious eagerness to attack and consume any creature that crosses their paths. The beasts can sometimes be seen on or near the surface of broken isles near the coast, often following in the wake of a vessel, tentacles writhing with slime and sea-spray as the beast hunts for tasty morsels. Fiercely territorial, packs of the creatures are known to congregate near sources of food – large schools of fish, beached black krakens, and shipwrecks become irresistible feasts that draw in monsters from many miles away.

Deep Hunger. If there is enough food to tempt it, the Kharibdyss can wade through the surf and spend indefinitely long periods on land. Smelling of fish innards and salt-ritten rotten meat, the Kharibdyss' digestive juices are exceedingly powerful – dissolving flesh, bone and even metal in a matter of minutes. It is perhaps this ability that leaves the monsters eternally hungry, for a Kharibdyss is never sated, but will continue to eat until there is nothing left to catch. Gemstones, however, are curiously resistant to the attentions of the monster's gullet. Indeed, the belly of a slain Kharibdyss is often something of a treasure trove, full of whatever magical possessions adorned its victims at the moment of digestion.

Ocean War Beast. Its slimy body is adapted to resist the fantastic pressures of the ocean. Once on land, this translates to the plodding behemoth possessing colossal

strength and impressive resilience. It will wade through a storm of arrows to reach its prey, its many serpentine necks weaving back and forth. Smaller foes are plucked from the battlefield and swept into the Kharibdyss' maws by its crown of flailing tentacles; larger ones are entangled and held fast whilst razor-sharp teeth feast upon their succulent flesh. If this isn't dangerous enough, the Kharibdyss secretes a poisonous slime – its claws and teeth and rasping scales all capable of killing prey with just a scratch.

"I swear sir, it came up from below us and sank the ship.
No sir, it really wasn't pirates, it was a great tentacled thing.
I swear sir, it really did have several heads. No sir, I wasn't just sleeping on my watch! It was really there!"

--- From the court-martial of sailor Jeeves Harvey

KHARIBDYSS

Huge monstrosity, unaligned

Armor Class 16 (natural armour)

Hit Points 212 (17d12 + 102)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	6 (-2)	13 (+1)	4 (-3)

Damage Resistances cold

Senses blindsight 60 ft., passive Perception 11

Languages -

Challenge 10 (5900 XP)

Many Headed. The kharibdyss has five heads. While it has more than one head, the kharibdyss has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the kharibdyss takes 30 or more damage in a single turn, one of its heads dies.

Poison Coated. Whenever the kharibdyss deals damage with a melee weapon attack, the targeted creature must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The creature may repeat the saving throw at the end of each of their turns, ending the effect on itself on a success. Attacks made by the kharibdyss against a target that is suffering from the poisoned condition caused by this ability do an additional 3 (1d6) poison damage.

Reactive Heads. For each head the kharibdyss has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Sea Beast. The kharibdyss has advantage on Dexterity ability checks and saving throws whilst submerged in water. It can also breathe air and water.

ACTIONS

Multiattack. The kharibdyss makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 13 (2d6+6) piercing damage.



Lammasu

The Lammasu is a wise and crafty beast that makes its lair in remote ruins. Dwarfs believe it to be a rare mutation of Great Taurus, and one that is not only acclimated to magic, but also lives and breathes the very stuff of sorcery. Indeed, the Lammasu possesses a minor, but potent, spellcasting ability, the backwash of which manifests as sorcerous black clouds that curl about the beast every time it breathes. This magical exhalation not only helps protect the Lammasu from hostile spells, but can also be expelled as a powerful force against foes. Furthermore, enemies fighting Lammasu in melee often find the smoky threads of sorcery befouling their magic weapons, dampening their power and preventing them from striking the beast to full effect.

Persuasive Guile. Lammasu rarely seek to enter battle themselves, at least not as a first resort. A Lammasu would far rather convince other beasts to do the dirty work for it. In stark contrast to its breathtakingly ugly appearance, the Lammasu possesses a peculiar and insidious charisma that is used to further its own agendas. When reinforced by the Lammasu's magical artifice, this can leave the creature's victims befuddled and suggestible in the span of a few short minutes. Great Tauri, Wyverns, Pegasi, Griffons - all are susceptible to the Lammasu's honeyed words and cunning manipulations. Only the most maddened and ferocious of monsters can withstand the Lammasu's voice, and even then only out of red-fogged rage rather than any conscious resistance.

Lord of its Domain. Lammasu do not actively seek power, but they do favour a degree of control over their surroundings. Whilst other creatures may dominate a region a Lammasu dwells it, they only reign because the Lammasu is content to let it whilst it manipulates events in the shadows. Perhaps the thing that is most likely to drive a Lammasu to action is the seeking of knowledge pertaining to its land, and this search has led to some peculiar alliances between beasts at times. Some particularly brave souls have even found Lammasu to make excellent steeds, but who's to say whether it is the mount or the rider that commands the partnership?



LAMMASU

Large monstrosity, chaotic neutral

Armor Class 15 (natural armour)

Hit Points 144 (17d10 + 51)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Int +6, Wis +7, Cha +8

Skills Insight +7, Persuasion +8

Senses passive Perception 14

Languages Common

Challenge 7 (2900 XP)

Spellshroud. The lammasu has resistance to damage from spells. In addition, the magical effects of magical items are negated in a 5 foot aura around the lammasu.

Innate Spellcasting. The lammasu's spellcasting ability is Charisma (spell save DC 16). The lammasu can innately cast the following spells, requiring no material components:

At will: *comprehend languages, dominate beast*

Spellcasting. The lammasu is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The lammasu has the following sorcerer spells prepared:

Cantrips (at will): *eldritch blast, fire bolt, minor illusion*

1st level (4 slots): *bane, command, dissonant whispers, hellish rebuke*

2nd level (3 slots): *aganazzar's scorch, pyrotechnics*

3rd level (3 slots): *fireball, stinking cloud*

ACTIONS

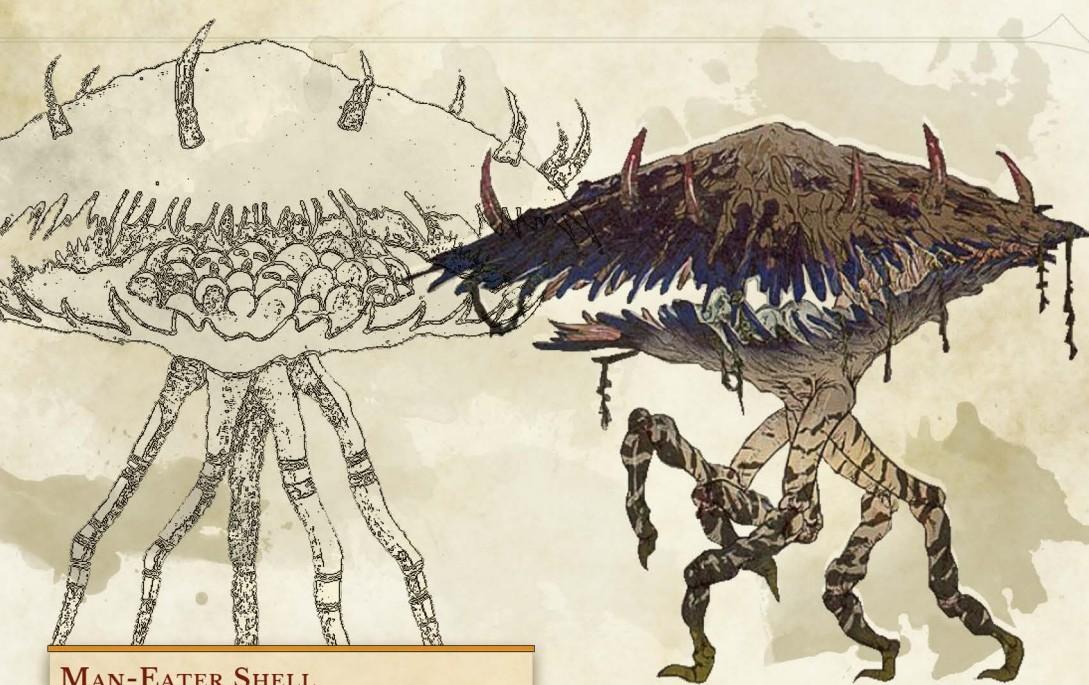
Multiaction. The lammasu makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage.

Sorcerous Breath (Recharge 6). The Lammasu exhales pure magic in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 22 (5d8) force damage on a failed save, or half as much damage on a successful one.

I SWORE THAT THE LAMMASU HAD A KEENNER MIND
THAN THE WIZARD THAT CLAIMED TO CONTROL IT.
ALAS, I WAS RIGHT.

-- CAPTAIN GRUMANN OF THE AVERLAND MILITIA



MAN-EATER SHELL

Large monstrosity, unaligned

Armor Class 18 (natural armour)

Hit Points 45 (6d10 + 12)

Speed 30 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages -

Challenge 2 (450 XP)

Amphibious. The man-eater shell can breathe both air and water.

ACTIONS

Multiattack. The man-eater shell makes a bite and shell slash attack.

Shell Slash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage and if the target is Medium or smaller, it must succeed on a DC 13 Dexterity saving throw or be restrained as it is clamped in the shell. After a target has been restrained in this way, neither the man-eater shell or target may move or take actions on subsequent turns. At the end of the man-eater shell's next turn, the target must succeed on DC 13 Dexterity saving throw or take 17 (2d12+4) bludgeoning damage. If they succeed, they are no longer restrained and both the man-eater shell and the target may act normally on subsequent turns.

Man Eater Shell

Walking across the peaceful shore of a beach, a traveller may come across a large scallop-like shell lying peacefully amongst the sand. Tempted by the potential promise of finding a large pearl, it is only once they approach the shell that its true nature presents itself in a lethal ambush. Leaping out of the sand atop five feeler-like legs, the Man Eater Shell will spring its trap, clamping its armoured mouth over its victim before chomping it to death.

Coastal Ambushers. Man Eater Shells, also known as Giant Clams, are devious creatures that inhabit the shallows and coastlines of the Sword Coast. A natural predator that lies in wait for its prey, Man Eater Shells are thankfully rare as a result of frequent purges by coastal villagers, who consider their meat a delicacy. Perhaps it is this rarity however that many adventurers have not heard of these creatures, and thus still find themselves ensnared by the curiosity of giant shells in the sand.

Hidden Treasure. Man Eater Shells feast upon the brains and innards of humanoid heads. As they lack a means of expelling remains from their mouth, an adult Man Eater Shell is often characterised by a mouth filled with the skulls of its victims soaked in a briny solution. Very rarely, one may come across a Man Eater Shell that has ingested an indigestible skull. This will, after a long period of time, eventually be smothered in a cream-coloured substance that will eventually form quite a large pearl. Perhaps even more curiously however is the recent and unexplained discovery of purging stones within certain specimens – a strange magical rock that, when consumed, is able to cure the effects of petrification. This has made Man Eater Shells a prized target for alchemists or magical artifact dealers, although many a treasure-seeking fool has instead found themselves contributing to the very skull-nests they were in pursuit of.

Merwyrm

Merwyrms are one of the most ancient creatures to be found along the coastlines of Faerûn, a distant kin to the mighty winged Dragons that once ruled the skies. Loremasters believe that their scaled forms once swarmed in the primordial oceans of the world, but they are now rarely heard of save in tales of embittered sailors who claim to have lost ships and crewmates to these beasts.

Savage Hunters. All Merwyrms possess long, almost serpentine and sinuous bodies covered in scales and corded with muscle, with four stubby limbs each tipped with razor-sharp claws. Unlike Dragons, the more primitive Merwyrms do not possess wings, the lashing of their bodies serving to propel them through the deeps at great speed or with a frightening gait across dry ground when their hunger takes them there to pursue prey; much to the dismay of any who believe they might easily escape by taking to land.

From the Deeps. Merwyrms are hardy and adaptable creatures, their bodies able to heal at a tremoundous rate, fuelling their never-ending hunger and endless search for food. They also carry within themselves the killing cold of the depths where light never reaches., and are able to exhale a chill force in deadly blasts to enfeeble and slay its warm-blooded prey, before devouring them with its hideous fang-filled jaws.

Varied Species. Merwyrms are most commonly found in the dangerous coastal waters of the Sea of Claws, and are bright silver-green and can be highly venomous. When food is scarce they have been known to assault coastal villages, devouring their inhabitants. Other rarer sub-breeds also exist such as the albino Pagowrym which dwells in the frigid seas of the far north, and the legendary black Sciowyrms found only in the deepest ocean trenches. Masters of the primordial darkness that surrounds them in the deeps, they are said to be one of the few creatures that dares to hunt the mighty Kraken.

MERWYRM

Huge monstrosity, chaotic evil

Armor Class 16 (natural armour)

Hit Points 147 (14d12 + 56)

Speed 30 ft., swim 75 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	6 (-2)	12 (+1)	5 (-3)

Saving Throws Con +7, Wis +4

Damage Resistances cold

Senses passive Perception 11

Languages -

Challenge 6 (2300 XP)

Amphibious. The merwyrm can breath air and water

Stench Of The Deep. The air around this beast is filled with an unholly stench of rotting flesh and the brackish filth of the deepest sea abysses. Any creature other than a merwyrm that starts its turn within 5 feet of the merwyrm must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all merwyrms for 1 hour.

ACTIONS

Multiattack. The merwyrm makes 4 attacks: one with its bite, two with its claws, and one with its tail

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage and the merwyrm regains hit points equal to half the total damage dealt.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 8 (1d8+4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.

Cold Breath (Recharge 6). The merwyrm exhales freezing deep ocean cold in a 25-foot cone. Each creature in the area must make a DC 15 Constitution Saving Throw or take 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.



Mourngul

A terrifying, inhuman spectre of monstrous size, Mourngul are spectral creatures, things of shadows and icy fogs. Despite their size, they can slip unseen through darkness, and even in broad daylight seem to waver like an evil mirage until they fasten their long sharp claws around a victim's neck. They are a thing neither dead nor alive, and are condemned to an eternity of empty hunger and terrible isolation, doomed to haunt the high, chill barrens of the world preying on whatever they happen across, be they travellers, hunters or outcasts. They have entered the legends of man, dwarf and orc alike, and in every one they are a horror to be fled from and avoided; feared and whispered above all other dangers that haunt the bleak and empty places of the Old World. It is only in the harshest of winters when the snows crash down from mountains and crushing cold grips the lowlands that Mournguls can descend to feast upon towns and villages, an all but unstoppable terror; but no matter how many they rend and devour, they can never know relief from the madness of the hunger borne within them.

Born of Hunger. From the cold wastes of Norsca to the lofty heights of the Grey Mountains, dreadful tales are told around huddled fires of those lost to the white killing cold of the mountain winter, driven mad by famine and pain, insane enough to devour their own companions and former friends for meat and the warmth of their fast-flowing blood. When death overtakes them, such is their desperation and malice that it lingers on after death, and the most destructive and insidious winds of magic are drawn to coil around their spirits to taunt and saturate them. Then their cadavers are warped and twisted into inhuman proportions, and they become something neither ghost nor revenant – a terrifying mockery of life, a

monstrous, razor-thin shadow of cold, dead flesh and frostbite cracked bone, with a gaping distended maw of needle teeth, nightmarishly elongated claws and a cavernous stomach that hangs open like a dreadful wound. Every Mourngul is a soulsearing horror to look upon, radiating an aura of supernatural terror, unutterable despair, deathly chill and ravenous hunger in equal measure.

MOURNGUL

Large undead, chaotic evil

Armor Class 16 (natural armour)

Hit Points 119 (14d10 + 42)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	9 (-1)	16 (+3)	1 (-5)

Saving Throws Dex +8, Con +8

Skills Stealth +8

Damage Immunities cold

Damage Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, petrified, poisoned

Senses darkvision 120 ft. passive Perception 13

Languages -

Challenge 14 (11500 XP)

Carnophage. Whenever the mourngul hits with an melee weapon attack, it regains a number of hit points equal to the half the damage it dealt.

Ghastly Apparition. Whenever an enemy creature enters a space within 30 feet of the mourngul, it must succeed on a DC 15 Wisdom saving throw or become frightened for one minute. The creature may repeat the save at the end of each of its turns. If the creature's saving throw is successful, the effect ends. A creature that successfully saves is immune to this ability for the next 24 hours.

Haunter Of The Dark. The mourngul has advantage on Dexterity saving throws, and enemies have disadvantage on all ranged attack rolls, whilst the mourngul is in dim light or darkness.

Killing Cold. Enemies that start their turn within 5 feet of the mourngul must succeed on a DC 15 Constitution saving throw or may not take bonus actions or reactions that turn. Enemies also take 7 (2d6) cold damage if they end their turn within 5 feet of the mourngul. In addition, the mourngul is not affected by any descriptively cold-based ability, spell or effect.

Legendary Resistance (2/Day). If the mourngul fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiaction. The mourngul makes three claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6+4) slashing damage and 4 (1d6) cold damage. If a 6 is rolled on any of the attack's damage dice, the mourngul may immediately make another claw attack. These additional attacks can generate further attacks.



Mutalith Vortex Beast

A Mutalith Vortex Beast is a terrifying fusion of monster and magic, a creature mutated beyond all reason by the powers of raw magic. In battle, a Mutalith's tentacles fling its enemies through the air to be dragged screaming into the its maw, where hundreds of needle-like teeth shred flesh and crunch bones to powder.

Grand Mutator. Wherever a Mutalith treads, mutation and madness follow. A ball of raw magic is anchored into the creature's body, a seething orb of energy that warps and twists everything nearby. The flesh of the Mutalith itself is forever being healed and remolded, sucked in and poured back out again by the vortex. These same wisps of malign energy reach out across distances, mutating everything they touch. When facing a Mutalith, enemies are wracked with random mutations. For every warrior who sprouts an extra limb, another is transformed into a gleaming crystal statue or a pile of squirming three-eyed fish. Heroes have died as their own spines burst from their backs to strangle them, and warriors have watched on in horror as their flesh melts and falls off their bones. Worse still are those times when the vortex pulses, those engulfed by waves of mutating power have bodies to twist together into the shape of a hideous Chaos Spawn.



MUTALITH VORTEX BEAST

Huge aberration, chaotic evil

Armor Class 14 (natural armour)

Hit Points 207 (18d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	8 (-1)	12 (+1)	6 (-2)

Damage Resistances force

Condition Immunities charmed, frightened

Senses blindsight 90 ft. passive Perception 11

Languages -

Challenge 12 (8400 XP)

Aura Of Mutation. Randomly determine which legendary action is used when the mutalith vortex beast takes a legendary action.

Magic Regeneration. At the start of each of the mutalith vortex beast's turns, it regains 20 hit points.

ACTIONS

Multiaattack. The mutalith vortex beast makes 1d4 melee weapon attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., *Hit:* 15 (3d6+5) slashing damage.

LEGENDARY ACTIONS

The mutalith vortex beast can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The mutalith vortex beast regains spent legendary actions at the start of its turn.

Hideous Disfigurements. One target within 60 feet of the mutalith vortex beast must make a DC 16 Constitution

saving throw, taking 14 (4d6) force damage on a failed save, or half as much on a successful one. A target that fails the saving throw also suffers a permanent -2 to Charisma ability checks as they become horribly disfigured. This latter effect can be removed by either the greater restoration spell or other magic.

Trollbrains. One target within 60 feet of the mutalith vortex beast must make on a DC 16 Constitution saving throw, taking 17 (5d6) force damage on a failed save, or half as much on a success. A target that fails the save also has their Intelligence permanently reduced to 5, or until restored by greater restoration or other magic.

Gift Of Mutation. One target within 60 feet of the mutalith vortex beast must succeed on a DC 16 Constitution saving throw and take 21 (6d6) force damage on a failed save, or half as much on a success. On a failed save, the target's movement speed is also permanently halved until restored by greater restoration or other magic, as their legs mutate into twisted parodies of animals' limbs.

Tide Of Transmogrification. One target within 60 feet of the mutalith vortex beast must make a DC 16 Constitution saving throw and take 24 (7d6) force damage on a failed save, or half as much on a success. Once this has been resolved, roll a d6. On a 4 or more, resolve Tide of Transmogrification again against a random target that has not already been hit by this action and is within 30 feet of the current target.

Maelstrom Of Change. All targets within a 30 foot cube centered on a point within 60 feet of the mutalith vortex beast must make a DC 16 Constitution saving throw, taking 28 (8d6) force damage on a failed save, or half as much on a successful one.

Spawnchange. One target within 60 feet of the mutalith vortex beast must succeed on a DC 16 Constitution saving throw, taking 35 (10d6) force damage on a failed save, or half as much on a successful one. If the target is reduced to 0 hit points by this action, they are instantly killed and replaced by a Chaos Spawn.



Phalanx

A cluster of Phalanx are a fearsome sight to behold, a slowly shifting mass of greatshields and long pikes that jolts as it reacts to an unexpected presence. Underneath the spiked, armoured formation lies a collection of creatures that take the form of viscous purple slimes into which their armament is fused with. When other creatures approach too closely, the Phalanx react aggressively, ejecting their weapons with great internal convulsions at the enemy whilst they approach in formation. Somehow able to create new weapons from their gnarled tree-like cores and internal mass, once the enemy is within their long reach they surround it and take it down with powerful thrusts of their pikes, only retreating once their foe is dead or has been driven off.

Patient Defenders. Guardian creatures by nature, Phalanx are distant relations of oozes, created in the distant past by great sorcerers whos' art has long since been lost. For whatever reason they were originally created, it is clear that their purpose was protection-oriented. On some deep level, Phalanx are able to sense the 'importance' of locations or objects, and are instinctually drawn to gather next to them, where they will wait passively until they are driven off. For this reason, those Phalanx that reside in remote ruins or deep caverns can be decades to centuries old as they are rarely disturbed. Rarely, a populated area may find that a gathering of Phalanx have appeared overnight near a local relic or artefact, and it is only with great struggle that they can be defeated.

Fabled Past. Whilst now they are normally found and lured into use by enterprising treasure hoarders, it is rumoured that the very first Phalanx were created from the royal knight defenders of a fallen kingdom, transformed en masse into slave creatures to serve the bidding of their corrupted lord. Indeed, the rudimentary grasp of defensive formation tactics Phalanx possess certainly suggests some level of hidden vestigial intelligence, although it may also simply be a matter of basic instinct. An unconfirmed report by a wandering scholar notes that Phalanx don't truly die unless they are completely burnt or disintegrated, and that over time they will regenerate back to their full form. If such is the case, then perhaps those Phalanx that still exist in the present are the very same as those that existed in the past...

PHALANX

Medium monstrosity, unaligned

Armor Class 16 (natural armour, shield)

Hit Points 30 (4d10 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	4 (-3)	15 (+2)	4 (-3)	8 (-1)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 90 ft. passive Perception 9

Languages -

Challenge 1 (200 XP)

Bulwark. If the phalanx is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, and it is within 5 feet of at least two allied phalanx, it can use its reaction to take no damage if it succeeds on the saving throw, interposing its shield between itself and the source of the effect.

Regenerating Weapon. If the phalanx is not armed with a pike at the start of its turn, it may use a free action to create a pike from its internal mass.

Shieldwall. The phalanx gains +1 to its AC and Dexterity saving throws for each allied phalanx within 5 feet it, up to a maximum of +5 total, as it uses its shield in creating a defensive formation.

ACTIONS

Multiattack. The phalanx makes two melee weapon attacks.

Pike. Melee or Ranged Weapon Attack: +5 to hit, reach 10 ft., or range 20/40 ft., one target. **Hit:** 8 (1d10+3) piercing damage.

PISACA

Medium monstrosity, unaligned

Armor Class 10

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Senses blindsight 30 ft. (blind beyond this radius) passive Perception 10

Languages can understand any creature it knew in its previous life

Challenge 1/4 (50 XP)

ACTIONS

Tentacle Spike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8+1) piercing damage., and the target is grappled (escape DC 13). Until the grapple ends, the pisaca cannot attack another target.

Water Jet. *Ranged Weapon Attack:* +2 to hit, range 15 ft., one target. *Hit:* 5 (2d4) cold damage.

Pisaca

Long ago, Pisaca were once ordinary humans. When the kingdom they resided in fell, the population was handed over to an insane dragon who sought knowledge in all its forms. And so for the sake of unfathomable goals the dragon experimented on the humans. Through these extreme experiments did Pisaca eventually become made - creatures that seemingly served no apparent purpose and fulfilled no role. When the dragon retreated into full reclusion, the Pisaca were discarded by their creator and left behind on simple guard duty over his former domains. Pisaca appear to be a grotesque amalgamation of a fat snake-like body topped with an octopus head that conceals a narwhal like spike underneath. When provoked, Pisaca aim to use their tentacles to grab their targets so that they can impale them with a swift thrust of their hidden spike. The true horror of Pisaca however is that the minds of their former selves are still intact, driven completely mad by their change and unable to weep over their lost humanity.



Preyton

Preytons are a savage and hateful breed of creature that haunts the forested lands of the world. So renowned is their ferocity that sightings of Preytons will draw knights from many miles around, seeking to prove their valour by slaying the beasts. Might and winged creatures of evil, hybrid in form like the Chimera, Preytons bear upon their vaguely equine heads a pair of blackened and serrated antlers, which have caused foolhardy knights to mistake them for majestic Great Stags, much to their error. The beasts, possessed of a dark cunning, will lure such knights into the depths of the forest before revealing their blood red eyes and rows of savage fangs when they leap forth from ambush to rend and tear their prey. The hides of

Preytons are torn and mutilated, their fur hanging lank in many places and sloughed away to be replaced by ragged feathers or filth-encrusted scales. Their forelegs and body resemble a dark and twisted stag, while their hindquarters sprout clawed, leonine paws and monstrous wings like those of a terrible bat.

Contempt for All. Whilst their appearance is truly vile, it is the legendary malice of the Preytons that makes them truly dangerous. Corpses mauled beyond recognition and stretches of forest beset and trampled betray their presence. Anything foolish enough to enter such an area will be hunted down and slain, and often the Preytons will simply discard the torn corpse aside to rot, killing out of pure hatred rather than hunger. Many a supposedly courageous knight has fled from such a scene after witnessing their fellows' bodies be horrifically torn apart into ragged chunks. Dark legend has it that this terrible hatred was born long ago when a circle of shamans created them in horrific rituals, corrupting Great Stags before sacrifice-strewn herdstones. Bereft of their once noble nature, Preytons now know only an all-encompassing hatred for that which they have lost, driving them to rend and kill with terrible malice. Even their own wounds bring them a twisted sense of satisfaction, instinctively realising that only in death will their torment end; for a Preyton despises itself almost as much as any foe.

PREYTON

Huge monstrosity, chaotic evil

Armor Class 15 (natural armour)

Hit Points 161 (14d12 + 70)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	12 (+1)	13 (+1)	6 (-2)

Saving Throws Int +4, Wis +4

Damage Resistances poison

Condition Immunities frightened, charmed

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 5 (1800 XP)

Charge. If the preyton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 16 Strength saving throw or be knocked prone. The preyton may make a bite attack as a bonus action if the target is prone.

Consuming Hatred. If the preyton rolls a natural one for an attack roll, the attack hits the preyton instead of the target.

Endless Malice. The preyton may use its action to kill a creature that is on 0 hit points within 5 feet of it. If it does so, all creatures within 60 feet and can see the dead creature must succeed a DC 15 Wisdom saving throw or become frightened until the end of their next turn. Whilst frightened, they must use their movement to move as far away as possible from the preyton, taking the Dash action if they can.

Reckless. At the start of its turn, the preyton can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multattack. The preyton makes two claw attacks and a bite or gore attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.





Prismatic Ooze

The Prismatic Ooze is a rare legend, an esoteric myth told in taverns to lead treasure hunters on epic trails across the world in search of fortune. Said to be an ooze formed of liquid opalite, gems formed from its body are some of the most valuable in the world – their beauty said to be fit only for the most beautiful princesses and greatest of lords. This is because of the way the iridescent colours of opalite shift and move, almost as if it were still alive.

Far-flung Prize. Prismatic oozes are invariably rare, only residing in what was once the home of a powerful magical person or creature. Not only are these locations in remote (sometimes inhospitable) regions, but they are also well defended. Such places are usually still laid with active traps, bear formidable walls and barrier defences, or still have remnants of the former owner's minions roaming its halls. Why prismatic oozes choose to live in such places unknown. Some scholars debate that it hints at some unknown heritage; that perhaps a glimmer of intelligence lurks within them which draws them to reclaim some lost power. Perhaps it is the residual memories of devoured treasure hunters, giving the ooze itself some attraction to the lure of treasure.

Adaptive Slime. Of course, such a rarity of a creature would not be easy to trap or kill. Like most oozes, prismatic oozes devour their prey by engulfing them in its acidic substance, preferably in an ambush as it hides with its chameleonic body. Most unusual is a prismatic oozes ability to adapt its body against strikes against it, regardless of their source. Whereas a swordsman may find their blade cutting deep into the ooze's body on their first strike, by the second the ooze will have developed a more flexible and rubbery coating that is harder to penetrate. By the time the third strike lands, the sword will be rebounding uselessly off a hardened-slime outer casing. Similarly, prismatic oozes can develop immunities to elemental damage, and even fortify their mind against mental strikes. It is through this that even the best-equipped party will find itself quickly floundering against such a dynamic foe. What most don't realize however that it is exactly this trait that lets a prismatic ooze form the valuable opalite it is famous for – a true irony then that treasure hunters often find themselves in the business of creating the very treasure they seek as they are devoured.

PRISMATIC OOZE

Huge ooze, unaligned

Armor Class 7

Hit Points 379 (23d20 + 138)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	22 (+6)	8 (-1)	18 (+4)	4 (-3)

Saving Throws Int +4, Wis +9, Cha +2

Damage Immunities acid

Senses blindsight 60 ft., tremorsense 120 ft. passive Perception 14

Languages -

Challenge 15 (13000 XP)

Prismatic Substance. The first time the prismatic ooze takes damage from a damage type it is not resistant or immune to, it gains resistance to that damage type after resolving the damage. If the prismatic ooze takes damage from a damage type it is resistant to, it gains immunity to that damage type after resolving the damage. If the prismatic ooze has immunity to thirteen different damage types at the start of its turn, it dies. When the ooze dies in this way, it hardens into a 5 foot cube of opal worth 100,000 gp.

ACTIONS

Multiaattack. The prismatic ooze makes two pseudopod attacks and the engulf action.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 13 (2d8+4) bludgeoning damage plus 10 (3d6) acid damage, and a target that's Large or smaller is grappled (escape DC 16) and restrained until the grapple ends. The prismatic ooze has two pseudopods, each of which can grapple one target at a time.

Engulf. The prismatic ooze engulfs creatures grappled by it. An engulfed creature can't breathe, is restrained, is no longer grappled, has total cover against attacks and other effects from outside the prismatic ooze, and takes 21 (6d6) acid damage at the start of each of the prismatic ooze's turns. The creature takes no damage if the prismatic ooze chooses not to inflict any. An engulfed creature can escape by using an action and making a successful DC 16 Strength check. On a success, the creature enters a space of its choice within 5 feet of the prismatic ooze

RAZORDON

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	3 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

Razorhide. A creature that misses with a melee weapon attack against the razordon whilst within 5 feet of it takes 4 (1d6) piercing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Barbail. A creature within 40 feet must make a DC 14 Dexterity saving throw, taking 32 (9d6) piercing damage on a failure, or half as much on a success.

Razordon

Razordons are a species of thorny predatory reptile whose whole body is covered with an array of large, barbed spikes – hardened spikes made of bone that project menacingly out of their bodies. As a defensive protection, this razor-sharp body armour serves to deter all but the most determined of creatures. The Razordon's spines are not only a deterrent, however, they are also a deadly offensive weapon. By way of powerful muscle spasms, Razordons can discharge their spines, shooting them outwards in a deadly hail. A single dart can be deadly, as it is shot out with enough force to splinter a shield, or punch a hole clean through a man's body. However, even a creature that is hit by a Razordon spike and survives is still in danger. Each spine has tiny barbs that ensure that pulling it out inflicts even greater injury and loss of blood.

Missile Hunters. Razordons are most commonly found in swampy regions or tidal basins. There, in the overgrown backwaters, the favoured prey of Razordons can be found in great profusion. Razordons feed on any of the enormous winged insects that plague the moist swampy air in droning clouds so dense that they blot out the noonday sun. Without wings, it is not easy to hunt such quick-flying quarry, but the Razordon has developed its own unique way. It first slinks within range by crouching low and advancing through the high rushes, or by submerging itself in the water so that only its eyes and nostrils poke above the floating algae of the foetid marshes. When a good-sized insect drones by, the Razordon will fire volleys of its spikes into the air, hoping to impale and bring down its prey. Even clipping its target is enough to bring it near the ground, where the Razordon's long claws and ragged, sharp teeth are more than enough to finish off any insect, no matter how large.





RIPPERDACTYL

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	2 (-4)	8 (-1)	4 (-3)

Skills Perception +1

Senses passive Perception 9

Languages -

Challenge 1 (200 XP)

Dive Attack. If the ripperdactyl is flying and dives at least 30 feet toward a target and then hits it with a bite attack, the attack deals an extra 11 (3d6) damage to the target.

Toad Rage. If there is a blot toad within 60 feet of the ripperdactyl, the ripperdactyl has advantage on all melee weapon attack rolls, but all attacks rolls against it also have advantage.

ACTIONS

Multiaction. The ripperdactyl makes one bite and talons attack.

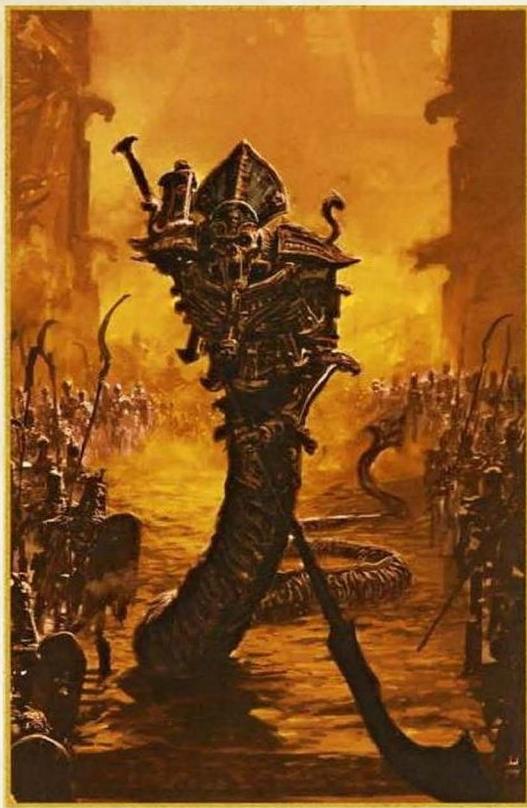
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Ripperdactyl

Ripperdactyls are some of the most aggressive aerial warriors to ever soar across the skies of tropical jungles. In packs, they will attack even the largest sauropods of the jungle with no regard for their own safety. Even their hatchlings are belligerent, as upon cracking its shell, the claw-winged creature inside will attack the first thing it sees. Perhaps it is fortunate then that Ripperdactyls are territorial creatures and will stay confined to their domains. Woe betide any soul that trespasses within, as the razor-sharp talons of a Ripperdactyl can easily decapitate humanoid foes, their furious attacks often leaving a ring of strewn innards and lopped-off limbs behind them.

Croaking Nemesis. Ripperdactyls are merciless killers, eager to devour anything that moves. Yet there is one foe that they target above all others. The blot toad, the largest member of the barking toad family, is a noxious beast, known to invade the cliff-side lairs of Ripperdactyls. Even a single such toad produces an odour almost undetectable to cold-blooded creatures. When gathered in numbers, they release enough foul swamp gas to drive off a hungry carnivore. For reasons unknown, the favourite food of blot toads is Ripperdactyl eggs. Naturally, Ripperdactyls seek out such beasts, destroying any they find with extreme prejudice and crazed frenzy.



SEPULCHRAL STALKER

Large construct, lawful neutral

Armor Class 17 (natural armour)

Hit Points 157 (15d10 + 75)

Speed 45 ft., burrow 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	21 (+5)	14 (+2)	16 (+3)	9 (-1)

Saving Throws Dex +7

Damage Immunities poison

Damage Resistances lightning, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands Nehekharan but cannot speak

Challenge 7 (2900 XP)

ACTIONS

Multiattack. The sepulchral stalker makes two melee weapon attacks.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 16 (2d10+5) slashing damage.

Transmorifying Gaze. As a bonus action, the sepulchral stalker attempts to transfix a creature within 30 feet with its gaze. The creature must make a DC 15 Dexterity saving throw. On a failed save, the target begins to turn to sandstone and is restrained. The restrained target must make a DC 15 Constitution saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target takes 8d8 (36) necrotic damage and they lose a randomly determined limb as it crumbles into sand. If a creature is reduced to 0 hit points by this gaze, it dies.

Sepulchral Stalker

Sepulchral Stalkers are massive, reanimated sentinels created by the ancient Nehekharans to delineate the borders of a king's realm. Over the centuries, the Sepulchral Stalkers have been swallowed by the shifting sands of the desert, and they now lie hidden beneath the dunes. Sepulchral Stalkers are statues that have the body of a snake and the upper torso of a man. Atop the statues' curved spines sit inhuman skulls, inside which glow eerie, baleful lights. Lying beneath the surface of the desert, they wait for intruders to pass by before launching a devastating ambush. When the trap is sprung, several horrifying, snake-like forms burst from the ground to surround their prey. The Sepulchral Stalkers impale their foes on ornate staves before they even realize they are under attack. However, it is not for the skill with which they wield these weapons that Sepulchral Stalkers are so feared, for those who gaze into their eyes are turned into pillars of sand, standing as still as statues until a gust of wind blows them apart and scatters the grains into the desert. To literally look upon a Sepulchral is to look to your own death.

Desert Sentinels. The incantations required to awaken Sepulchral Stalkers are complicated and difficult. First, a temple priest must collect the remains of a fallen Nehekharan warrior, one whose skeletal body is broken beyond all hopes of repair. The priests then walk out into the open desert under a full-moon, where they scatter

these fragments on the ground, casting powdered bone to the wind as they speak a magical incantation. At the ritual's end, they throw the eyes of a desert cockatrice onto the sand, and the offerings sink beneath the desert surface. The spirit of the warrior's remains is thus bound into the stone frame of one of the buried Sepulchral Stalkers. They are imbued with powerful enchantments and compelled to patrol the lands against invaders for all eternity.

Gaze of Death. Sepulchral Stalkers can burrow underneath the desert as quickly as they can move across its surface. They are instinctive hunters who can sense their prey trudging across the ground above, and they can prepare their ambushes without ever being seen. Those who are foolish enough to face Sepulchral Stalkers are magically turned into sand. Even foes who only catch a momentary glimpse of these creatures may find that one of their limbs crumbles in a shower of golden grains before their eyes – those that stare any longer seal their own doom. Sepulchral Stalkers are said to be the desert's vengeance made manifest, and as suddenly as an attack begins, it ends. A lucky survivor might just witness the tip of a tail burrowing back under the dunes as the Sepulchral Stalkers leave in search of other prey. Even those who best these constructs must take care not to look at the decapitated beast, for in death, a vestigial hint of arcane power remains in their infernal eyes.

SHARD DRAGON

Gargantuan dragon, unaligned

Armor Class 23 (natural armour)

Hit Points 337 (25d12 + 175)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	24 (+7)	6 (-2)	16 (+3)	4 (-3)

Saving Throws Dex +10, Con +13, Int +4, Wis +9

Skills Perception +9

Senses darkvision 120 ft., blindsight 180 ft. passive Perception 13

Languages Understands draconic but cannot speak

Challenge 20 (25000 XP)

Legendary Resistance (3/Day). If the creature fails a saving throw, it can choose to succeed instead.

Razor Scales. Whenever a creature within 5 feet of the shard dragon misses with a melee weapon attack against it, the creature takes 5 (1d10) slashing damage.

ACTIONS

Multiaction. The shard dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 34 (5d10+7) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 14 (2d6+7) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. Hit: 16 (2d8+7) bludgeoning damage.

Frightful Presence. Each creature of the shard dragon's choice that is within 120 feet of the shard dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shard dragon's Frightful Presence for the next 24 hours.

Breath Of Nightmares (5-6). The shard dragon exhales its breath in a 60-foot cone. Each creature in the area must make a DC 22 Wisdom saving throw, taking 70 (20d6) psychic damage on a failed save, or half as much damage on a saving throw.

LEGENDARY ACTIONS

The shard dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shard dragon regains spent legendary actions at the start of its turn.

Harden. The shard dragon gains +2 AC till the start of its next turn.

Rock Burn (Costs 2 Actions). The shard dragon exudes acidic venom from its scales. Each creature within 10 feet of the shard dragon must succeed on a DC 22 Dexterity saving throw or take 21 (6d6) acid damage. The shard dragon can then move up to its full burrow speed, even through solid rock.

Tail Attack. The shard dragon makes a tail attack.

Shard Dragon

Deep beneath the mountains of the world dwell creatures known to myth as Shard Dragons. Enormous, serpentine beasts, Shard Dragons prowl the black depths of the world, stalking their prey in the abject darkness, pulling themselves silently over rock and shale on disturbingly prehensile, sickle-clawed arms. Their pale flesh is covered by long jagged scales, each razor edged and wickedly pointed. Coated in blood and decaying viscera, these protective plates are as much a weapon as a defence, slicing flesh and puncturing armour of those foolish enough to confront such creatures in battle.

The Threat Below. These subterranean terrors are renowned amongst the dwarfs for their stubborn, unyielding ferocity, and against their bestial kind many grudges are held. Shard dragons will attack almost anything they encounter, from the hulking white-bloated fungoid slugs that swim the lightless seas of the under-earth, to the heavy armed dwarf mining crews that brave the deeps in search of rare metals. If any Shard Dragons do manage to break into the underground domains found closer to the surface – be they of dwarfs, goblin or skaven construction, – they will reave bloody murder and glut themselves on flesh until slain or they slink back into the depths, their bellies full.

Warped by the Dark. Creatures as much living nightmare as bestial predator, there are those loremasters that claim that Shard Dragons are not 'true dragons' as such, but the devolved remains of some draconic offshoot that migrated into the dark heart of the world. Untold centuries in the lightness umbra have filled them with malign power and distorted their forms, and some are now venomous enough that they burn the very rock beneath them, whilst others are able to exhale the vaporous essence of soul-destroying terror to silently slay their prey; a fog that induces visions so terrifying they can stop a heart beating.



Skaven Assassin

Skaven Assassins are the pinnacle of Clan Eshin warriors, elite killers in a class of their own. They represent the culmination of years of training and ruthless assassination undertaken on behalf of the clan and the Skaven race.

Killers of Renown. Masters of poison, exceptionally skilled in the arts of hand-to-hand combat, and versed in the ways of stealth and conspiracy, these killers sell their services to any Skaven Warlord who can meet their exorbitant fees. They even offer their services to members of other races, provided they ask the right people and offer the right compensation. Yet those few who know of the existence of the black-clad Assassins fear them above all others. Rumours of their cut-throat abilities are whispered in fear: Clan Eshin devils are invisible and their very shadows are poisonous.

Super-Rat Skills. Stealth and killing are the study of the Skaven Assassin. Whilst all Clan Eshin warriors are trained to perform amazing feats of speed and dexterity, only those that excel are considered for more intensive training. It is then that the secret arts are taught, some of which are ancient techniques studied in the Far East, but many more are unique fighting styles of the ratmen's own devising. By the end of an Assassin's long initiation, he can jump many times his own height – hurtling over obstacles and back-flipping to safety. He can run faster than a galloping horse and climb smooth surfaces with ease. In motion a Skaven assassin is a blur, able to rain blows upon

a foe or pluck arrows out of mid-flight. Skaven assassins are so adept at hiding in the shadows that many suspect supernatural magic is at work.

Masters of Murder. The art of sabotage, arson, and poison all form part of an assassin's deadly bag of tricks. Many Assassins-in-training are lost as the regimen is grueling. The final tests are death missions assigned by Clan Eshin's ruling council, presided over by Lord Snek, the leader of the clan, and one of the Lords of Decay. After surviving such actions, an Assassin is considered an acknowledged master in the methodology of murder.

SKAVEN ASSASSIN

Medium humanoid (skaven), neutral evil

Armor Class 18 (leather armour)

Hit Points 110 (17d8 + 34)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	24 (+7)	14 (+2)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +11

Skills Stealth +11, Acrobatics +11

Senses darkvision 90 ft., passive Perception 12

Languages Queekish

Challenge 11 (7200 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Sneak Attack. Once per turn, the skaven assassin can do an extra 21 (6d6) damage to one creature it hits with an attack if it has advantage on the attack roll.

Strike From The Shadows. During the first round of combat, the skaven assassin has advantage on all attack rolls.

Warpstone Venom. Once per day, the skaven assassin can change the effects of failing the weeping blade's Constitution saving throw to inflicting 18 (4d8) poison damage and 9 (2d8) necrotic damage, and paralyzing the creature until the end of their next turn.

ACTIONS

Multiaction. The skaven assassin makes two weapon attacks.

Throwing Star. *Ranged Weapon Attack:* +11 to hit, range 40/120 ft., one target. *Hit:* 9 (1d4+7) piercing damage and 5 (1d8) poison damage

Weeping Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) piercing damage. If hit, the target must make a DC 16 Constitution saving throw, taking 18 (4d8) poison damage on a failure, or half as much on a success. If the target fails the saving throw, they are also poisoned until the end of their next turn. Attacks made with this weapon are magical.

Smokebomb. The assassin drops a smokebomb at their feet, causing the air in a 15 feet radius to become heavily obscured. The skaven assassin does not provoke opportunity attacks on the turn they use this action.



Clan Eshin Runners

Night Runners. Night runners are the most common of Clan Eshin warriors, though they are still secretive like all of their mysterious clan. Trained to move at speed, night runners strike quickly, sneaking from shadows to get close to their prey. Night runners fight with blades in each hand, although many employ slings to rain death on enemies as well. Casualties are often high amongst night runner packs for they work deep in enemy territory, but this is expected. Only those that survive many actions can hope to advance to the more highly trained squads of Gutter Runners.

Gutter Runners. Gutter Runners are Skaven of Clan Eshin that have undergone training in a mysterious fighting style developed in the Far East. Because of their ability to bend and contort their pliable bodies with a speed and dexterity unachievable by man, gutter runners have no need for encumbering armour – they simply dodge the blows and missiles of their foes. Specialising in night raids, arson attacks, and poisoning supplies, gutter runners will simply appear from nowhere and cause maximum disruption from the shadows. Occasionally, when a warlord requires the taking of live captives, gutter runners will use sinister hooked snare-nets against the enemy.



NIGHT RUNNER

Small humanoid (skaven), neutral evil

Armor Class 15 (leather armour)

Hit Points 22 (5d6 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	11 (+0)	13 (+1)	8 (-1)

Saving Throws Dex +6

Skills Stealth +6, Acrobatics +6

Senses darkvision 90 ft. passive Perception 11

Languages Queekish

Challenge 1 (200 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Pack Tactics. The night runner has advantage on an attack roll against a creature if at least one of the night runner's allies are within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack. Once per turn, the night runner can do an extra 7 (2d6) damage to one creature it hits with an attack if it has advantage on the attack roll.

ACTIONS

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4+4) slashing damage. This attack can also be made as a bonus action.

GUTTER RUNNER

Small humanoid (skaven), neutral evil

Armor Class 16 (leather armour)

Hit Points 31 (7d6 + 7)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	12 (+1)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Dex +7

Skills Stealth +9, Acrobatics +9

Senses darkvision 90 ft. passive Perception 11

Languages Queekish

Challenge 2 (450 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Pack Tactics. The gutter runner has advantage on an attack roll against a creature if at least one of the gutter runner's allies are within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack. Once per turn, the gutter runner can do an extra 14 (4d6) damage to one creature it hits with an attack if it has advantage on the attack roll.

ACTIONS

Clawblade. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 8 (1d6+5) slashing damage. This attack can also be made as a bonus action.

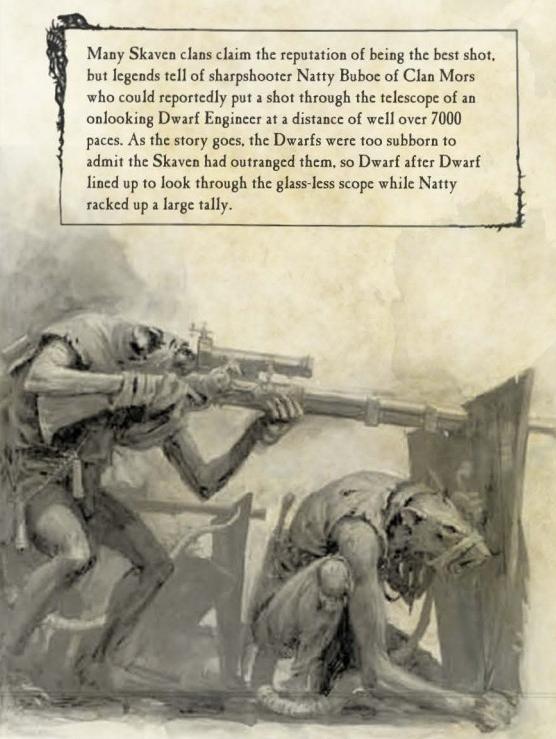
Snare-net. As a bonus action, make a melee attack roll against a creature within 5 feet. If this hits, the creature is restrained (escape DC 14).



Jezzail Sharpshooter

Warlock Jezzails are long-barrelled rifles that require a two-Skaven team to load and fire. Aided by its tremendous length, the Warlock Jezzail is capable of hitting targets at a distance much greater than conventional bow fire. The weapon fires a high velocity bullet made of refined warpstone, which strikes with force capable of punching through a shield, breastplate, and body of an armoured knight. Should the glowing green projectile pass through or embed itself in flesh, the damage can be considerable due to the toxic nature of warpstone.

Many Skaven clans claim the reputation of being the best shot, but legends tell of sharpshooter Natty Buboe of Clan Mors who could reportedly put a shot through the telescope of an onlooking Dwarf Engineer at a distance of well over 7000 paces. As the story goes, the Dwarfs were too stubborn to admit the Skaven had outranged them, so Dwarf after Dwarf lined up to look through the glass-less scope while Natty racked up a large tally.



Cowardly Snipers. Although moving too quickly to be seen, the bullets fired by a Warlock Jezzail leave behind a faint green streak, making it incredibly easy to trace the shots back to their source. For this reason, what started out as a mere aiming platform for the long rifle has turned into a protective pavise designed to shield the vulnerable jezzail team from incoming arrows, bolts, and bullets.

JEZZAIL SHARPSHOOTER

Small humanoid (skaven), neutral evil

Armor Class 14 (leather armour)

Hit Points 22 (5d6 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	7 (-2)

Saving Throws Dex +5

Senses darkvision 90 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Shield Stand. As a bonus action, the jezzail sharpshooter may deploy a shield stand where they are standing, granting themselves half cover and +3 to hit on ranged weapon attacks. Whilst the shield stand is deployed, the sharpshooter's speed is 0 feet. The jezzail sharpshooter may use a bonus action to fold up the shield stand after it has been deployed.

ACTIONS

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) slashing damage.

Jezzail. Ranged Weapon Attack: +5 to hit, range 300/900 ft., one target. Hit: 9 (1d12+3) piercing damage and 7 (2d6) necrotic damage. Attacks made by this weapon are magical.



POISON WIND GLOBADIER

Small humanoid (skaven), neutral evil

Armor Class 15 (chain shirt)

Hit Points 33 (6d6 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	15 (+2)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Dex +4

Senses darkvision 90 ft. passive Perception 11

Languages -

Challenge 2 (450 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Gas Mask. The poison wind globadier is immune to gas-based attacks.

Pack Tactics. The poisoned wind globadier has advantage on an attack roll against a creature if at least one of the globadier's allies are within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The poisoned wind globadier makes two melee weapon attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6+2) slashing damage.

Poisoned Wind Globe. Select a point within 60 feet of the poisoned wind globadier. All creatures in a 10 feet radius of that point make a DC 16 Constitution saving throw, taking 18 (4d8) poison damage on a failure, or half as much on a success.

Poisoned Wind Globadier

Poisoned Wind Globadiers lurk amongst their allies, hiding in the relative shadow of groups whilst they wait for opportunities to dart forwards and lob their deadly missiles. The horrible way in which their weapons work make Poisoned Wind Globadiers priority targets to enemies that have faced such dangers before. Globadiers have no qualms about lobbing their missiles into a swirling melee, displaying a general disregard as to whether their globes strike friendly allies or the enemy. It is not unusual for Globadiers to survive a battle only to be attacked by other Skaven that suffered from errant globes.

Simple yet Effective. Poisoned gas is one of the most infamous weapons developed by the Skaven, who first deployed the noxious fugue against the dwarves in the mountains. Delighted with the effectiveness of their new weapon, Clan Skyre tried many methods of delivery. Machines of incredulous complexity and dubious worth have been attempted, but in the end the best method of launching gas attacks against enemies was found to have been via specially trained Globadiers.

Spheres of Death. Poisoned wind globes are glass or crystal orbs filled with deadly warpstone gas. When thrown, the sphere shatters, releasing billowing clouds so lethal that mere skin contact can cause severe pain or even death. Breathing the vapours causes lungs to spontaneously fill with rate bubbling pus – a horrible and nearly instantaneous death. For this reason, Globadiers wear all manner of elaborate masks, goggles, and cumbersome rebreathing apparatus in an effort to protect themselves against accidental gassing. Armour offers no protection against poisoned gas, but this does not stop the Globadiers from wearing arcane body armour underneath their robes.



Rat Ogre

The hulking monstrosities known as Rat Ogres are one of the perfect blend of death dealing creature, made through a mixture of foul crossbreeding and sorcerous surgery. In their artificial making, many beasts are literally stitched together, the impossible feat accomplished through the fusing powers of a powerful warpstone – derived balm – the infamous skalm. A Rat Ogre combines the speed and ferocity of a Skaven with the sheer brawn of an Ogre. Somehow the desperate hunter of both races has been magnified as well for the Rat Ogre is a truly ravenous creature, forever seeking to gorge its fill on fresh meat.

Survival of the Fittest. Only the strongest Rat Ogres survive the terrible conditions that the packmasters impose upon them on birth, forcing them to compete for food and shelter. The ones that survive are little more than a mass of sinewy muscles and razor-sharp claws, moved only by their instinct to kill and completely dependant on the packmasters for guidance.

Maddened Creations. A Rat Ogre is incapable of almost anything except killing and warfare. After battle their packmasters must move quickly to carefully and separate each mindless brute to keep it from tearing others or even itself asunder. All Rat Ogres bear upon their tortured bodies countless scars not only from their own artificial making, but also numerous battles, the packmaster's cruel lash, the savage attentions of the rest of its pack, and most disturbingly of all, signs of their own self destruction. At the height of their rabid fury, Rat Ogres are known to rip and even devour hunks of their own flesh, as if they seek to tear apart what the Skaven has so unnaturally stitched together.

RAT OGRE

Large monstrosity (skaven), neutral evil

Armor Class 13 (natural armour)

Hit Points 162 (13d12 + 78)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	5 (-3)	11 (+0)	3 (-4)

Saving Throws Dex +5, Con +9

Senses darkvision 90 ft., passive Perception 10

Languages Queekish (can understand but not speak)

Challenge 8 (3900 XP)

Charge. If the rat ogre moves at least 20 feet in a straight line towards a target, add 7 (2d6) damage to the first melee weapon attack that hits the target this turn.

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

ACTIONS

Multiattack. The rat ogre makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 16 (2d8+7) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d4+7) piercing damage.



Stormfiend

The Stormfiend is the ultimate and brutal combination of Clan Moulder bio-engineering and Clan Skyre sadistic techno-magi, hulking behemoths clad in bullet-proof metal armour and equipped with massive ratling cannons or swirling armored gauntlets. These monstrosities are amongst the greatest and most unstoppable monsters the Under-Empire has to offer.

Quest for Flesh. The flesh manufacturers of Clan Moulder are never satisfied, but are always seeking ways to make their creations ever more deadly. The root of the matter with Rat Ogres was that they did not lack in brawn or fighting potential: they lacked in mental capacity. They were small-minded creatures with a singular instinct to kill. It took much training from packmasters to lead them into battle, and even then the brute-beasts were difficult to control. Thus, the aim was to improve their woefully tiny brains, reasoning that if the beasts were smarter they could be given weapons to use.

Work of Madrats. Initial experiments were abject failures. The more the creature could think, the less violent it became. The vat-workers were well too aware that the sole reason Clan Moulder sold so many Rat Ogres was due to the creatures' mindless aggression. To rob them of their kill-kill mentality was out of the question. The next step was a logical one – if they could not make the beast smarter, could they perhaps fuse the packmaster onto the beast itself? Not surprisingly, those packmasters who were chosen to be permanently stitched into the back of a Rat Ogre, their brains and vital fluids connected, were profoundly unhappy. As these packmasters now controlled over-muscled hulking mauler-beasts, their dissatisfaction was all too apparent, and these experiments had to be cancelled. Through gruesome and repugnant techniques, required subjects were instead grown and merged using parts from captives or slaves. The result was a batch of scrawny and submissive Skaven with unusually large brains. Once permanently integrated into a warpstone-powered harness and rigged with coils and tubes, the Skaven's body would become more and more atrophied. Eventually, if it lived long enough, the Skaven would become little more than a shriveled husk with an auxiliary brain that could help steer the savage beast with which it was melded.

Warpstone Weapons. Early results were astoundingly successful - the Rat Ogres remained ferocious, but they could be briefly controlled by the far more sensible brain-creature hardwired into their backs. Unfortunately, there was a drawback; the Rat Ogres were able to use weapons now, but Clan Moulder quickly found out they had nothing with which to make their new creation any more destructive than its previous iteration had been.

Arming them with oversized weapons made them no more dangerous than they had been with their own claws, fangs and boulder-like fists. There was only one place in all the Under-Empire where the best weapons available could be found: the warpforges of Clan Skyre. As it happened, the engineers of Clan Skyre had been developing several powerful, albeit problematic, new weapons. In between his failed rocket launch attempts, the Chief Warlock had been attempting to upgrade the devices of the clan's weapon teams, but each new design proved too difficult for the teams to carry, too weighty for even larger crews to lift or aim. And this is where the new Rat Ogres proved their worth – fact that they could carry heavy loads allowed them to carry multiple guns along with the necessary ammunition feeds or warp-generator power sources. And so the first Stormfiends were born.



RAT OGRE VARIANTS: STORMFIENDS

All Stormfiends have an Intelligence of 8.

VARIANT: STORMFIEND WITH DOOMFLAYER GAUNTLETS

A Stormfiend with Doomlayer Gauntlets has a challenge rating of 11 (7200xp) and has the following traits.

Strength. 26

Armor Class. 18 (heavy warplate armour)

Charge. If the stormfiend moves at least 20 feet in a straight line towards a target, add 7 (2d6) damage to the first melee weapon attack that hits the target this turn.

A Stormfiend with Doomlayer Gauntlets replaces the normal Rat Ogre attack options with the following.

Multiaattack. The stormfiend makes two doomlayer gauntlet attacks.

Doomlayer Gauntlet. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 27 (4d8+9) bludgeoning damage.

VARIANT: STORMFIEND WITH SHOCK GAUNTLETS

A Stormfiend with Shock Gauntlets has a challenge rating of 10 (5900xp) and has the following traits.

Strength. 24

Armor Class. 18 (heavy warplate armour)

A Stormfiend with Shock Gauntlets replaces the normal Rat Ogre attack options with the following.

Multiaattack. The stormfiend makes two shock gauntlet attacks.

Shock Gauntlet. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage and 7 (2d6) lightning damage. If the target is hit, up to three enemies within 30 feet of the target must succeed on a DC 16 Dexterity saving throws or suffer 7 (2d6) lightning damage.

VARIANT: STORMFIEND WITH GRINDER FISTS

A Stormfiend with Grinder Fists has a challenge rating of 10 (5900xp) and has the following traits.

Armor Class. 16 (warplate armour)

Burrow Speed. 15 feet

A Stormfiend with Grinder Fists replaces the normal Rat Ogre attack options with the following.

Multiaattack. The stormfiend makes two grinder fist attacks.

Grinder Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage and 5 (d8) necrotic damage.

VARIANT: STORMFIEND WITH RATLING CANNONS

A Stormfiend with Ratling Cannons has a challenge rating of 11 (7200xp) and has the following additional attack options.

Ranged Multiattack. The stormfiend three ratling cannon attacks.

Ratling Cannon. The stormfiend unleashes a hail of warpstone bullets in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 21 (6d6) magical piercing damage on a failed save, or half as much damage on a successful one.

In addition, change the Claw attack action's damage type to bludgeoning.

VARIANT: STORMFIEND WITH GLOBE LAUNCHERS

A Stormfiend with Globe Launchers has a challenge rating of 11 (7200xp) and has the following additional traits.

Gas Mask. The stormfiend is immune to gas-based attacks.

A Stormfiend with Globe Launchers and has the following additional attack options.

Ranged Multiattack. The stormfiend two globe launcher attacks.

Globe Launcher. The stormfiend launches a large globe of poison wind. Select a point within 90 feet of the stormfiend. All creatures in a 15 foot radius of that point must make a DC 16 Constitution saving throw, taking 23 (5d8) poison damage on a failed save, or half as much damage on a successful one.

In addition, change the Claw attack action's damage type to bludgeoning.

VARIANT: STORMFIEND WITH WARPFIRE PROJECTORS

A Stormfiend with Warpfire Projectors has a challenge rating of 11 (7200xp) and has the following additional attack options.

Ranged Multiattack. The stormfiend makes two warpfire projector attacks.

Warpfire Projector. The stormfiend unleashes warpfame in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage and 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one.

In addition, change the Claw attack action's damage type to bludgeoning.



Stormvermin

The Stormvermin are the fighting elite of the Skaven warlord clans. They are distinguishable from their scrawnier litter-mates – often standing a full head taller, with thick muscular necks and a powerful build. Most Stormvermin are marked at birth, as their size and darker fur colour is recognisable. As the largest and most aggressive, young Stormvermin-to-be typically outfight the rest of their litter for precious food. If the young warriors are particularly strong, the weakest of their litter actually become the food. Should they survive the traumatic politics and back-stabbing as the littler-pack jockey for

position, the strongest Skaven will be assigned to regiments of Stormvermin.

Bigger is Better. Stormvermin regiments are outfitted with the best gear of war in the clan's armoury and their duties may include forming a retinue or bodyguard for anyone from a minor Chieftain to the mighty ruling Clan Warlord himself. This puts the Stormvermin at the vanguard of the army where they can ensure continual preferential treatment by fighting with ferocity and zeal for their leaders.



STORMVERMIN

Medium humanoid (skaven), neutral evil

Armor Class 17 (splint armour)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +5

Senses darkvision 90 ft., passive Perception 12

Languages Queekish

Challenge 2 (450 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Pack Tactics. The stormvermin has advantage on an attack roll against a creature if at least one of the stormvermin's allies are within 5 feet of the creature and the ally isn't incapacitated.

Martial Advantage. Once per turn, the stormvermin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the stormvermin that isn't incapacitated.

ACTIONS

Multiattack. The stormvermin makes two melee weapon attacks.

Glaive. **Melee Weapon Attack:** +5 to hit, reach 10 ft., one target.
Hit: 8 (1d10+3) slashing damage.



Verminlords

Verminlords are everything a Skaven aspires to be, taken to extremes. They are towering figures, and despite their sinuous build, they possess the raw strength to challenge a giant. Yet for all their power, Verminlords are subtle creatures that far prefer manipulation to open battle. Wherever possible, a Verminlord will use its matchless guile to get others to do its bidding. Although leery of placing themselves in harm's way, when pressed, the rat demons reveal a feral savagery.

Beyond the Veil. Only the Grey Seers know the secret rites that can call these beings from beyond the veil. Whilst they may be quick to threaten to use this knowledge, they are loath to actually do so. This apprehension is for a good reason: those who open a rift between worlds often do not live long enough to regret it. Verminlords cannot be tricked or beguiled, for they see through the most cunning plans, and are able to smell lies and discern true intentions with supernatural insight. As such, it is easy for a Verminlord to pluck out hidden fears and secret desires, using these to gain an advantage.

Diabolically clever and calculating, a Verminlord insinuates itself into a plan – fitting in its own needs with the same ease with which a rat squeezes and wriggles into a narrow crevice.

Infernal Cunning. The moment a Verminlord touches his clawed feet upon the mortal real, it begins to scheme. Shrewd beyond the ken of mortals, the rat demon's plots are so utterly convoluted that they are all but unfathomable. Like Skaven themselves, each Verminlord has its own motivations and its own proclivities. Just as Skaven divide into factions, so too do Verminlords. All are embodiments of blight, but some favour one method over another.

OPTIONAL ENVIRONMENT SPECIAL RULES:

The arrival of a Verminlord in reality is not a clean affair. The world around it shudders and howls in pain, recoiling from the unnaturalness of the demon. When a Verminlord goes to battle, this effect is amplified as blood is spilled and the demon exerts its power over its underlings. When this happens, a howling warpgle builds up -- a literally shrieking wind that serves to help protect the Verminlord and its forces. Worse, this effect builds up to a terrifying crescendo which the Verminlord can harness in the most abominable manner -- casting the Dreaded Thirteenth Spell.

Howling Warpgle. This affects any non-fiend creature within 300 feet of a Verminlord. At the beginning of each round of combat involving the Verminlord, apply the relevant round number's effects and the effects of any lower numbered rounds. If these rules are used, the challenge rating of a verminlord should be increased by 2.

Round 1. The wind shrieks, making it hard to hear. All Perception (Wisdom) checks made using hearing are made using disadvantage.

Round 2. The gale grows stronger, misguiding arrows in an unnatural manner. The range of all ranged weapon attacks made is halved.

Round 3. The shrieking of the tempest becomes deafening. All creatures are deafened.

Round 4. The unnatural effects of the storm intensify. All ranged weapon attacks are made with disadvantage.

Round 5+. The Verminlord may use all of its legendary actions to cast the Dreaded Thirteenth Spell. The effects and progression of the warpgle are reset back to round 1 the next round if the spell is cast.

The Dreaded Thirteenth Spell. The Verminlord chooses up to 10 creatures it can see within 120 feet of it. All targets must succeed on a DC 21 Wisdom saving throw or be transformed permanently into a Skavenslave as if they were affected by the True Polymorph spell.



Verminlord Warbringer

The Verminlord Warbringers are the most commonly seen of the rat demons, and of all the Verminlords are none so full of themselves and self-posturing. Warbringers have a fondness for dramatic entrances, such as arriving in clouds of smoke before mustered hordes of Skaven. They stride the battle lines, towering over the ratmen who cower in the presence of such majestic and terrible beings. Whenever possible they strike heroic poses, with their sinuously curving horns thrust regaling outwards and their weapons glinting in the fires of battle. Yet all this preening is not

merely pretentiousness, as Skaven rally to the awe-inspiring sight of these godly creatures. Thus can the presence of a Warbringer steady even the most craven force. Those who bask in that verminous presence for long enough will be overcome by a bloodthirsty teeth-snapping rage that they unleash upon the foe. When a Verminlord Warbringer fights on the frontline, it cuts down entire ranks at a time with great sweeps of its doomglaive whilst it uses its spike fist to drive through foes and tear out their entrails for all to see.

VERMINLORD WARBRINGER

Huge fiend (devil), neutral evil

Armor Class 21 (natural armour)

Hit Points 325 (26d12 + 156)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (+9)	22 (+6)	24 (+7)	22 (+6)	20 (+5)

Saving Throws Dex +16, Con +13, Wis +13

Skills Acrobatics +16, Intimidation +12, Performance +12, Deception +12

Damage Immunities poison

Damage Resistances cold, fire, lightning, necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, poisoned, frightened, stunned

Senses truesight 60 ft. passive Perception 16

Languages Common, Queekish, telepathy 120 ft.

Challenge 24 (62000 XP)

Inescapable Grace. The verminlord warbringer may make opportunity attacks with its doomglaive against creatures that take the Disengage action. Enemies hit by an opportunity attack have their speed reduced to zero that round.

Keen Nose. The verminlord warbringer has advantage on Perception (Wisdom) checks that rely on smell.

Legendary Resistance (3/Day). If the verminlord warbringer fails a saving throw, it can choose to succeed instead.

Lord Of Cunning. The verminlord warbringer is always able to discern whether a creature is lying to it, or not telling the entire truth, if it is able to smell the creature.

Magic Resistance. The verminlord warbringer has advantage on saving throws against spells and other magical effects.

Magic Weapons. The verminlord warbringer's weapon attacks are magical.

Verminous Fury. The verminlord warbringer and all skaven within 180 feet of it and within line of sight are immune to being frightened.

ACTIONS

Multiattack. The verminlord warbringer uses its Frightful Presence. It then makes four attacks: three with its doomglaive and one with its punch-dagger.

Barbed Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 16 (2d6+9) slashing damage.

Doomglaive. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 25 (3d10+9) slashing damage and 11 (3d6) necrotic damage

Punch-dagger. *Melee Weapon Attack:* +16 to hit, reach 5 ft., *Hit:* 25 (3d10+9) piercing damage. Each time the highest number is rolled on any of this attack's dice, immediately add an additional die of damage. Additional damage dice generated from this effect cannot generate further dice. If a creature is reduced to 0 hit points by this attack, it dies in an elegant coup-de-grace.

Frightful Presence. Each creature of the verminlord warbringer's choice that is within 120 feet of the verminlord warbringer and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the verminlord warbringer's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The verminlord warbringer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The verminlord warbringer regains spent legendary actions at the start of its turn.

Barbed Tail. The verminlord warbringer makes a barbed tail attack.

Death Frenzy. The verminlord gifts a unit with a rabid and frothing urge to close and strike the foe. One allied skaven that is within 120 feet of the verminlord may immediately move up to their movement speed and use an action.

Vermintide. The verminlord warbringer chooses an unoccupied space within 60 feet of it. A swarm of rats immediately appears there.

Verminlord Deceiver

Perhaps the least seen of all Verminlords are the Deceivers. This is as they prefer it. It is not their way to barge upon a battlefield like a clumsy warlord. Instead, their power lies in stealth. They move in clouds of shadow, obfuscating even those around them. Only when their intrigues are ripe will a Verminlord Deceiver step out of the darkness to strike. Out of nowhere they appear, moving with blurring swiftness. Into their hands they summon forth triple bladed throwing stars. With a snap of its wrist, the Deceiver can fling the killing star, sending it to scythe down foes in a great circling arc. Such is the Verminlord Deceiver's agility and their ability to rapidly displace

themselves that the creatures can even throw their weapon and catch it from some completely different part of the field. In close combat, the Verminlord Deceiver favours the warpstiletto – a stabbing weapon the length of a man. Its steeply acuminate shape allows the blade to penetrate deeply into a foe, where its corroding nature can do the most damage with great efficiency.



VERMINLORD DECEIVER

Huge fiend (devil), neutral evil

Armor Class 21 (natural armour)

Hit Points 325 (26d12 + 156)

Speed 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (+9)	22 (+6)	24 (+7)	22 (+6)	20 (+5)

Saving Throws Dex +16, Con +13, Wis +13

Skills Acrobatics +16, Deception +12, Intimidation +12, Stealth +16

Damage Immunities poison

Damage Resistances cold, fire, lightning, necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, poisoned, frightened, stunned

Senses truesight 60 ft. passive Perception 16

Languages Common, Quekish, telepathy 120 ft.

Challenge 24 (62000 XP)

Evasion. When the verminlord deceiver is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Nose. The verminlord deceiver has advantage on Perception (Wisdom) checks that rely on smell.

Legendary Resistance (3/Day). If the verminlord deceiver fails a saving throw, it can choose to succeed instead.

Lord Of Cunning. The verminlord deceiver is always able to discern whether a creature is lying to it, or not telling the entire truth, if it is able to smell the creature.

Magic Resistance. The verminlord deceiver has advantage on saving throws against spells and other magical effects.

Magic Weapons. The verminlord deceiver's weapon attacks are magical.

Shrouded In Darkness. Ranged attacks have disadvantage to hit the verminlord deceiver whilst it is in dim light or darkness.

ACTIONS

Multiattack. The verminlord deceiver uses its Frightful Presence. It then makes three melee weapon attacks.

Warpstiletto. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 28 (3d12+9) slashing damage and 28 (8d6) necrotic damage

Barbed Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 16 (2d6+9) slashing damage.

Doomstar. *Ranged Weapon Attack:* +16 to hit, range 60/120 ft., one target. *Hit:* 27 (4d8+9) slashing damage and 11 (3d6) poison damage. If this attack hits, the verminlord deceiver can make an additional attack against another target within 10 feet of the previously hit target that has not previously been hit by this attack this round. These additional attacks can generate further additional attacks.

Frightful Presence. Each creature of the verminlord deceiver's choice that is within 120 feet of the verminlord deceiver and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the verminlord deceiver's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The verminlord deceiver can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The verminlord deceiver regains spent legendary actions at the start of its turn.

Barbed Tail. The verminlord deceiver makes a barbed tail attack.

Shadowstrider. If the verminlord deceiver is in dim light or darkness, it can turn invisible until the end of its next turn, or until it attacks or takes damage.

Skitterleap. The verminlord teleports up to 60 feet to a point it can see.

Verminlord Corruptor

Verminlord Corruptors are surrounded by an aura of creeping sickness, and all about them life withers away. The spreading of plague is their craft, and at their command are the worst maladies of the world. With but a malicious glance, a Verminlord Corruptor can cause foes to break out in the Roteye Pox, the Oozing Twitch or the Black Plague. Although not above a degree of skulking, Corruptors are more likely than any other Verminlords to be at the forefront of battle, inciting extreme hate in the plague monk zealots that frequently follow them. Should any foe close with a Verminlord Corruptor, their battle has only just begun. Living upon the greasy pelt of a Corruptor can be any number of tiny parasites, stingfleas or three-eyed mites. They bite all who approach, and infect their prey with bubonix – a flesh-bubbling disease that rots

foes in minutes. As the foe reels, the Verminlord Corruptor will then summon forth a pair of Plaguereapers; sickle-like blades which it will use to eviscerate its enemies with a savage fury.



VERMINLORD CORRUPTOR

Huge fiend (devil), neutral evil

Armor Class 21 (natural armour)

Hit Points 325 (26d12 + 156)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (+9)	22 (+6)	24 (+7)	22 (+6)	20 (+5)

Saving Throws Dex +16, Con +13, Wis +13

Skills Acrobatics +16, Deception +12, Intimidation +12, Medicine +20

Damage Immunities poison

Damage Resistances cold, fire, lightning, necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons, necrotic

Condition Immunities charmed, poisoned, stunned

Senses truesight 60 ft. passive Perception 16

Languages Common, Queekish, telepathy 120 ft.

Challenge 24 (62000 XP)

Aura Of Pestilence. When a creature enters a space within 10 feet of the Verminlord Corruptor or starts their turn there, they must succeed on a DC 21 Constitution saving throw or become diseased for one minute. While diseased, they take 7 (2d6) necrotic damage at the end of each of their turns.

Keen Nose. The verminlord corruptor has advantage on Perception (Wisdom) checks that rely on smell.

Legendary Resistance (3/Day). If the verminlord corruptor fails a saving throw, it can choose to succeed instead.

Lord Of Cunning. The verminlord corruptor is always able to discern whether a creature is lying to it, or not telling the entire truth, if it is able to smell the creature.

Magic Resistance. The verminlord corruptor has advantage on saving throws against spells and other magical effects.

Magic Weapons. The verminlord corruptor's weapon attacks are magical.

ACTIONS

Multiaction. The verminlord corruptor uses its Frightful Presence. It then makes five melee weapon attacks.

Plaguereapers. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 19 (3d6+9) slashing damage and 14 (4d6) necrotic damage. A creature that takes necrotic damage from this attack cannot make a reaction this round.

Barbed Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 16 (2d6+9) slashing damage.

Frightful Presence. Each creature of the verminlord corruptor's choice that is within 120 feet of the verminlord corruptor and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the verminlord corruptor's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The verminlord corruptor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The verminlord corruptor regains spent legendary actions at the start of its turn.

Barbed Tail. The verminlord corruptor can move up to its move speed and make a barbed tail attack.

Corrupting Touch. The verminlord corruptor casts Contagion with spell save DC 21.

Plague Rupture (2 Actions). The verminlord corruptor causes a creature that is diseased due to its aura of pestilence to take 28 (8d6) necrotic damage.

Verminlord Warpseer

The Verminlord Warpseers are the most inscrutable of all the Verminlords. All Verminlords are manipulative, but the Warpseers bring beguilement to new levels. Each syllable whispered and every subtle nuance has been crafted to influence an endgame that it alone can fathom. When it comes to the arcane arts, the Warpseers wield great power.

VERMINLORD WARPSEER

Huge fiend (devil), neutral evil

Armor Class 21 (natural armour)

Hit Points 325 (26d12 + 156)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	24 (+7)	22 (+6)	28 (+9)	24 (+7)	22 (+6)

Saving Throws Dex +16, Con +13, Wis +13

Skills Acrobatics +14, Arcana +16, Deception +13, Insight +14, Persuasion +13

Damage Immunities poison, lightning

Damage Resistances cold, fire, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, poisoned, frightened, stunned

Senses truesight 60 ft. passive Perception 17

Languages Common, Queekish, telepathy 120 ft.

Challenge 24 (62000 XP)

Keen Nose. The verminlord warpseer has advantage on Perception (Wisdom) checks that rely on smell.

Legendary Resistance (3/Day). If the verminlord warpseer fails a saving throw, it can choose to succeed instead.

Lord Of Cunning. The verminlord warpseer is always able to discern whether a creature is lying to it, or not telling the entire truth, if it is able to smell the creature.

Magic Resistance. The verminlord warpseer has advantage on saving throws against spells and other magical effects.

Magic Weapons. The verminlord warpseer's weapon attacks are magical.

Master Of Lightning. Any spell the verminlord warpseer casts that does lightning damage counts as being casted at one level higher spell slot than it actually is cast at.

Scry-orb. As long as the verminlord warpseer is holding its scry-orb, it has advantage on spell attack rolls and it can reroll any damage dice for spells.

Spellcasting. The verminlord warpseer is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The verminlord warpseer has the following wizard spells prepared:

Cantrips (at will): *poison spray, ray of frost, shocking grasp, thunderclap*

1st level (4 slots): *absorb elements, command, ray of*

Verminlord Warpseers alone can summon forth a scry-orb that can be used to gaze into all possible futures, allowing the Verminlord to know the unknowable and see that which is beyond sight. At times of great need, the Warpseer can hurl this swirling orb as a weapon, its destruction releasing a powerful magical explosion.

sickness, thunderwave

2nd level (3 slots): *blur, hold person, misty step, ray of enfeeblement*

3rd level (3 slots): *call lightning, counterspell, dispel magic, lightning bolt, thunder step*

4th level (3 slots): *blight, dimension door, storm sphere, vitriolic sphere*

5th level (3 slots): *cloudkill, enervation, insect plague*

6th level (2 slots): *chain lightning, mental prison, true seeing*

7th level (2 slots): *finger of death, teleport*

8th level (1 slots): *feebelminid, maddening darkness*

9th level (1 slots): *foresight*

ACTIONS

Multiaction. The verminlord warpseer uses its Frightful Presence. It then makes three melee weapon attacks.

Barbed Tail. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. **Hit:** 16 (2d6+9) slashing damage and 11 (3d6) necrotic damage.

Doomglaive. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 25 (3d10+9) slashing damage and 11 (3d6) necrotic damage.

Orb Throw (1 Use). The verminlord warpseer throws its scry-orb at a point it can see within 120 feet. All creatures within 60 feet of that point must make a DC 24 Dexterity saving throw, taking 110 (20d10) force damage on a failure, or half as much on a success. If this reduces a creature to 0 hit points, they are disintegrated.

Frightful Presence. Each creature of the verminlord warpseer's choice that is within 120 feet of the verminlord warpseer and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the verminlord warpseer's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The verminlord warpseer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The verminlord warpseer regains spent legendary actions at the start of its turn.

Arcane Magic (2 Actions). The verminlord warpseer can cast a spell.

Barbed Tail. The verminlord warpseer makes a barbed tail attack.

SKAVEN WARLORD

Medium humanoid (skaven), neutral evil

Armor Class 19 (splint armour, shield)

Hit Points 161 (17d10 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	18 (+4)	19 (+4)	18 (+4)	16 (+3)

Saving Throws Dex +9, Wis +8

Skills Deception +8, Insight +8, Perception +8

Senses darkvision 90 ft. passive Perception 14

Languages Queekish

Challenge 13 (10000 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Riposte. When a creature misses the skaven warlord with a melee attack, the warlord can use its reaction to make a melee weapon attack against the creature.

Verminous Valour. The skaven warlord and all skaven within 90 feet of the warlord have advantage on saving throws against being frightened.

ACTIONS

Multiaction. The skaven warlord makes three melee weapon attacks.

Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) slashing damage and 7 (2d6) poison damage. A creature hit by this attack must succeed on a DC 14 Constitution saving throw or be poisoned until the end of their next turn.

Warlock Pistol. *Ranged Weapon Attack:* +10 to hit, range 40/80 ft., one target. *Hit:* 5 (1d10) piercing damage. Attacks made with this weapon are magical.

Warpstone Shortglove. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10+6) slashing damage and 7 (2d6) necrotic damage. Attacks made with this weapon are magical.

LEGENDARY ACTIONS

The skaven warlord can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The skaven warlord regains spent legendary actions at the start of its turn.

Command. The warlord speaks out a command to a nearby skaven. One allied skaven that is within 120 feet of the warlord and able to hear the command may make a single attack.

Tail Attack. The skaven warlord make a tail attack.

Pistol Attack. The skaven warlord makes an attack with its warlock pistol. This legendary action may only be used once per round.



Skaven Warlord

To hold the title of warlord is to rule. A Skaven does not gradually earn respect or position, and there is certainly no giving in the brutal society of the ratmen. Leadership must be savagely taken. To gain power, a warlord must seize control, proving himself a top fighter and a devious adversary. Such a coup either ends in failure and certain death at the hands of the existing ruler, or the new leader supplants the current warlord, often eating him in the process. Challenges follow no format but often take the form of personal combat, treacherous back-stabbing, or elaborate political schemes. The more underhanded the deed, the better, for that is what puts the fear (and what almost passes for respect) into the Skaven masses.

Head of the Ratpack. Skaven leaders are larger and more powerfully built than the warriors they ruthlessly command, but mere physical prowess is not enough to sustain control. Once a warlord has fought, betrayed, and clawed to the top, the battle really begins. Manipulation the ability to set rivals upon each other or the mustering of support from an insincere following are skills needed to hold power, as even the fiercest fighters become worn down by constant challenges. Great wealth can augment battle skills, bribe underlings, or simply buy formidable aid. Warlords of even minor clans attempt to buffer their personage with Stormvermin bodyguards, the latest Clan Skyre death-dealing invention, or hulking war beasts such as specially bred Rat Ogre steeds.

CLANRAT

Small humanoid (skaven), neutral evil

Armor Class 15 (leather armour, shield)

Hit Points 18 (4d6 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	9 (-1)	11 (+0)	6 (-2)

Saving Throws Dex +4

Senses darkvision 90 ft. passive Perception 10

Languages Queekish

Challenge 1/2 (100 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Pack Tactics. The clanrat has advantage on an attack roll against a creature if at least one of the clanrat's allies are within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multattack. The clanrat makes two melee weapon attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

SKAVENSLAVE

Small humanoid (skaven), neutral evil

Armor Class 12 (natural armour)

Hit Points 10 (3d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	7 (-2)	10 (+0)	5 (-3)

Saving Throws Dex +4

Senses darkvision 90 ft. passive Perception 10

Languages Queekish

Challenge 1/4 (50 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Pack Tactics. The skavenslave has advantage on an attack roll against a creature if at least one of the skavenslave's allies are within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multattack. The skavenslave makes two melee weapon attacks.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Clanrats and Skavenslaves

The bulk of most Skaven armies are formed of clanrats – a vast and verminous horde of ratmen. These Skaven belong to any one of thousands of clans scattered throughout the underground burrows, strongholds, and bursting cavern-cities that make up the Under-Empire. Of all the teeming masses, only the worker dregs, the shiftless Skavenslaves, are more numerous than the clanrats.

Strength in Numbers. Clanrats are slightly smaller than man-sized, standing four to five feet high. They range between lithe and scrawny and are possessed of a constant energy, most commonly seen in a nervous twitching of their hairless worm-like tails. A single clanrat is not a fearsome opponent, and lacks the degree of discipline or determination; more likely to skulk in the shadows, afraid to go forward, too cautious to go backwards. Unless driven by black hunger, a single clanrat will only attack something that is visibly weakened or crippled, preferring even then to attack unseen from behind. When banded together in a large pack however, Skaven bolster each other's confidence and fuel their feral ferocity to a highly aggressive level. This allows the individually cowardly ratmen to hurl themselves recklessly against enemies when in a massive group.

Dregs amongst Rats. The Under-Empire is run by slave labour. Skavenslaves perform all menial tasks, including mining, tunnelling, and food production. In lean times, they themselves become the food. The majority of slaves are Skaven born into bondage, the lowest class of a hierarchical society. Their ranks swell as rival clans are captured during internecine wars. At times even non-Skaven become slaves, although few other races last long under the ships of the ratmen overseers.



Skaven Weapon Teams

Clan Skyre specialises in the blending of evil magic and arcane Skaven technology. Its members, better known as Warlock Engineers, constantly experiment to create newer and more powerful weapons of mass destruction. They often steal war machines from other races and then strive to 'improve' them in their own unique way. This almost invariably involves that inclusion of warpstone based mechanisms that increase the weapon's potential for destruction, but also tend to make them much more unstable. Other races would consider such weapons far too dangerous for large scale use on the battlefield, but Skaven have a different attitude, normally accepting a few losses from their own weapons as normal. After all, that's what slaves are for!

Ratling Gun. The multi-barrelled whirling death dealing machine known as the Ratling Gun is a relatively modern invention of the Skaven. Powered by warp steam and kicked into gear by the prodigious working of a hand crank, the six barrels of a ratling gun spin and whir, emitting a fusillade of warp-laced bullets that streak through the air, leaving faint greenish traces.

Warpfire Thrower. The warpfire thrower hurls a blast of unnatural flame. One crew member carries a fuel vat and the other aims a nozzle. A flip of a switch and powdered warpstone mixes with onrushing chemicals, bursting into unholy flame. The hellish gout can turn a man into a twitching, throbbing pile of smouldering goo.

Poisoned Wind Mortar. A device that can lob poisoned wind globes over a longer distance on the move, the poison wind mortar consists of a muzzle loading tube that can launch weightier poisoned wind bombs over a range far greater than a lone Globadier could ever hope to achieve. Additionally, with some hastily squealed directions from another Skaven, the poisoned wind mortar can fire indirectly. Hurting the enemy without risking one's own hide is always an appealing idea to any Skaven.

WARPFIRE THROWER TEAM

Small humanoid (skaven), neutral evil

Armor Class 14 (leather armour)

Hit Points 45 (10d6 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	9 (-1)	11 (+0)	6 (-2)

Saving Throws Dex +5

Senses darkvision 90 ft. passive Perception 10

Languages -

Challenge 4 (1100 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Weapons Team. The warpfire thrower team consists of two skaven -- one ammo tank carrier and one firer. For the purposes of combat, this unit takes up a 5 by 10 feet space, and is treated as one entity when targeted.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

Warpfire Thrower. The warpfire thrower hurls a blast of unnatural flame in a 4 foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 6d6 (21) fire damage and 9 (2d8) necrotic damage on a failed save, or half as much of each damage on a successful one. Attacks made by this weapon are magical.

WARPFIRE THROWER TEAM





RATLING GUN TEAM

Small humanoid (skaven), neutral evil

Armor Class 14 (leather armour)

Hit Points 45 (10d6 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	9 (-1)	11 (+0)	6 (-2)

Saving Throws Dex +5

Senses darkvision 90 ft., passive Perception 10

Languages -

Challenge 4 (1100 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Weapons Team. The ratling gun team consists of two skaven -- one ammo cranker and one firer. For the purposes of combat, this unit takes up a 5 by 10 feet space, and is treated as one entity when targeted.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) piercing damage.

Ratling Gun. The ratling gun fills the air with warpstone slugs in a 90 foot line. Each creature in the line must make a DC 16 Dexterity saving throw, taking 23 (5d8) piercing damage and 7 (2d6) necrotic damage on a failed save, or half as much of each damage on a successful one. Attacks made with this weapon are magical.

POISON WIND MORTAR TEAM

Small humanoid (skaven), neutral evil

Armor Class 15 (chain shirt)

Hit Points 65 (10d6 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	11 (+0)	13 (+1)	8 (-1)

Saving Throws Dex +4

Senses darkvision 90 ft., passive Perception 11

Languages -

Challenge 4 (1100 XP)

Keen Nose. Skaven have advantage on Perception (Wisdom) checks that rely on smell.

Gas Mask. The poison wind mortar team is immune to gas-based attacks.

Weapons Team. The poison wind mortar team consists of two skaven -- one loader and one firer. For the purposes of combat, this unit takes up a 5 by 10 feet space, and is treated as one entity when targeted.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) piercing damage.

Poison Wind Mortar. The poison wind mortar lobes a poison wind bomb at a point within 200 feet. Each creature in a 20 foot radius of that point must make a DC 16 Constitution saving throw, taking 27 (6d8) poison damage, or half as much on a successful one.

Squigs

The strange, improbably and often quite insane creatures known as Squigs are weird, half-fungoid, half-flesh beasts with spherical bodies, beady eyes and gaping maws dominated by row upon row of dagger-like teeth. Typically found living far underground beneath the world's mountains, Squigs range in size from small creatures the size of cats up through to bestial Hunting Squigs and the Cave Squigs night goblins use as dangerous and unstable war beasts, to the feared Colossal Squigs large enough to devour enemies wholesale. All Squigs possess an iron-breaking bite with which they can do major damage, and they eat over twice their own body weight daily, ideally in flesh or the right kind of mushrooms. The movement of Squigs is erratic as they are an unpredictable lot, sometimes covering much ground with great leaping bounds, whilst at other times they just thump along sluggishly, waddling their rotund bodies around. Squigs are at the sharp end of an underground ecosystem, and when these living balls of muscle, teeth and claws do manage to bounce into an enemy, they deliver quite a blow.

Ravenous Fungoid Balls. From out of the pitch black of the underground the spherical creatures scuttle, sniffing the tunnel air for the pungent stink of fungi. It is a rude smell, a cross between overworn boots damp from sweat and other scents frequently associated with creature droppings. Yet the odour draws Squigs from afar, as they come to feast upon the mushroom patches. Little more than massive fang-ridged mouths on powerful springy legs, all varieties of Squigs are attracted to the fungus-covered lairs of night goblins, where they feast on mushrooms and the creature residents alike. These voracious beasties spend most of their lives either chomping on dank, exotic, hallucinogenic fungus or bounding after those that have strayed too close like demented gnashing boulders.

Tunnel Crawlers. Fast, powerful, and perfectly formed for tunnel fighting, Squigs are able to back into a hole and present nothing to an assailant but great slashing teeth. It is a dangerous hide-and-seek game for hunters to stalk these prey. Drawn on by rumours that Squigs can make useful pets or that their flesh is a delicacy, the pursuit leads from large caverns with vast fungal forests to narrow passages where even the stunted night goblins must bend and shimmy to get through. Squigs can launch unexpected attacks from side-tunnels and at times the hunter will become the hunted. When finally cornered and incensed to be out of their protective holes, Squigs become even more ferocious, and will use their gaping maws and prodigious strength to gouge and tear, often biting victims in two.

Big and Small. Cave Squigs are the most numerous type of Squig encountered by most in underground travels, although it is not rare to find some having made their way to the surface and infesting a mountainside. Some adventurers swear to have even seen them domesticated (or, as is more often the case, as best as these creatures possibly can be) by night goblin tribes. However, only the most fungus-covered lairs attract the Great Cave Squig, an even larger and more ferocious version of the common Cave Squig. The fangs of these beasts are as long as swords, and they will snap at anything that moves in front of them. Their hides are tough and leathery and their small eyes gleam with a mad fury. However, even these are no match in size to the Colossal Squigs said to inhabit the depths of the Grey Mountains and the Vaults. These spherical monsters are of staggering size and possess insatiable appetites, no more in essence than an impossibly large, fleshy maws studded with row after row of scimitar-bladed teeth.



CAVE SQUIG

Small monstrosity, unaligned

Armor Class 11 (natural armour)

Hit Points 13 (3d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	11 (+0)	1 (-5)	6 (-2)	1 (-5)

Senses darkvision 60 ft. passive Perception 8

Languages -

Challenge 1/4 (50 XP)

Extra-Boingy. At the start of each of the squig's turns, roll 3d6. The squig gains a number of feet movement equal to the total to its speed this turn. If a triple is rolled, the cave squig may make two bite attacks against a creature as an action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) piercing damage.

Spit. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* 5 (1d4+3) acid damage.

GREAT CAVE SQUIG

Medium monstrosity, unaligned

Armor Class 13 (natural armour)

Hit Points 38 (7d8 + 7)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	8 (-1)	1 (-5)

Senses darkvision 60 ft. passive Perception 9

Languages -

Challenge 1 (200 XP)

Extra-Boingy. At the start of each of the squig's turns, roll 3d6. The squig gains a number of feet movement equal to the total to its speed this turn. If a triple is rolled, the great cave squig may make two bite attacks against a creature as an action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Spit. *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one target. *Hit:* 8 (1d8+4) acid damage.

COLOSSAL SQUIG

Huge monstrosity, unaligned

Armor Class 16 (natural armour)

Hit Points 189 (18d12 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Senses darkvision 120 ft. passive Perception 10

Languages -

Challenge 9 (5000 XP)

Digestive Demise. When the colossal squig dies, each creature within 10 feet takes 7 (2d6) acid damage as the squig collapses into a vile pool of offal, half-digested meat and digestive juices.

Extra Boingy. At the start of each of the squig's turns, roll 3d6. The squig gains a number of feet movement equal to the total to its speed this turn. If a triple is rolled, the colossal squig may make two bite attacks against a creature as an action, or the bite and swallow actions as one action.

Earth-Shaking Boing. Whenever the colossal squig moves into a space within 5 feet of a medium sized or smaller creature, the creature must make a DC 14 Dexterity saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 45 (6d12+6) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the colossal squig can't bite another target.

Swallow. The colossal squig makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the colossal squig, and it takes 28 (8d6) acid damage at the start of each of the colossal squig's turns.

If the colossal squig takes 30 damage or more on a single turn from a creature inside it, the colossal squig must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the colossal squig. If the colossal squig dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Spit. *Ranged Weapon Attack:* +9 to hit, range 20/40 ft., one target. *Hit:* 27 (6d6+6) acid damage.





Stone Horse Knight

These gargoyle-like beings are a fearsome defender of many a long forgotten ruin or wind-swept castle, keeping silent vigil over vaults and chambers in which lie the remains of some royal's belongings. Any treasure hunter worth their salt knows to avoid horse headed statues, for to dare venture otherwise is to invite a quick death by their twirling blades. Even if one were to bypass these guardians, frequently the object of their custody is often some worthless trinket or the treasure has tarnished with age to become worthless. Yet still these mysterious Stone Horse Knights stand guard keeping an eternal vigil; perhaps waiting for their former masters to return.

Loyal Eternal. In truth, Stone Horse Knights are members of what was once a grand army. In life they were formidably skilled warriors, and were fiercely loyal to their king. The reach of the king's empire had stretched all across the world, driven by a great crusade of expansion. Everywhere the army went, a guard was left behind at each conquered location – told to wait for their king's return and to uphold their duty over their lives. Alas, some great tragedy befell the royal lineage and their crusade. Such was the loyalty of the soldiers however that for the legions were still scattered across their holdings, some magic or unknown power changed them as they waited for a king that would never return. Over centuries of time, their bodies fused with their armour and petrified, becoming the strange defenders they are today.

STONE HORSE KNIGHT

Medium humanoid, unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	12 (+1)	15 (+2)	12 (+1)

Saving Throws Dex +4, Con +6

Skills Athletics +6, Perception +5

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 12

Languages can understand common but cannot speak

Challenge 5 (1800 XP)

False Appearance. While the stone horse knight remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multattack. The stone horse knight makes four melee weapon attacks.

Twinblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 9 (1d12+3) slashing damage.



Stonehorn

Stonehorns are massive beasts of muscle and violence, each several times the size of a rhino and – if it can be believed – several times as dense. Intelligence is of little import to these great beasts however, for each Stonehorn is quite literally a living fossil, its skeleton hardened by the same rock as the mountains where it makes its home. As legendary as their hardness is their belligerence; in fact it is said that a Stonehorn will take any opportunity to headbutt something to death and trample its corpse into paste. Such is its colossal mass that the impact of its charge is like a boulder plummeting from a mountaintop, a deadly combination of weight, momentum and bad temper.

Stone Brute. Intolerant to the extreme, a Stonehorn's first inclination is to charge any creature that comes within view. This is no mere bluff or half-hearted measure to scare off any who draw near, but instead a full-tilt attempt to use its horns and bulk to pulverise anything in its way. Few can bear the brunt of such a collision; the Stonehorn can smash mountains asunder, so what hope does a creature of flesh and blood have to stand before such a beast? A Stonehorn's ferocity is not bound only in its charge. After impact, the great beast will rear up on its thick haunches to deliver crushing blows with its forelimbs - hammer blows that can crack a glacier or smash stone to powder. With growling fury, a Stonehorn will swing its horns in sweeping arcs, seeking to slice foes with the surprisingly sharp ridges that form on its stone prongs.

Living Rock. Stonehorns live by 'mining' rock, breaking off suitable chunks by smashing their impressively horned heads into the largest rock facings they can find. Deposits of precious stone and seams of rare metal are favoured, but the creature will also use its iron-hard molars to crunch up mundane rubble or any mammals caught out of their dens. In their constant quest to headbutt things, Stonehorns often scrape skin, tendon and meat from their faces, leaving bare patches or glimpses of a skull-like stone mask. Over their long lives, Stonehorns become more like the mountaintops upon which they grace, in a slow process of petrification. That's not the only effect of the Stonehorn's unnatural diet, for their bodies are dotted with mineral deposits the way freckles appear on humans, and the skull of an elder beast can house enough gems to make a merchant prince weep. Getting hold of those riches is difficult – only a fool comes within any distance of a live Stonehorn, and those Stonehorns that die of natural causes are secretive, plodding off to hidden vales before fully transforming to stone.

Graveyard of Statues. Of all the Stonehorn burial grounds scattered around the Mountains of Mourn, the largest and most sought after is the Granitetooth Graveyard. Here the chill wind gusts around hundreds of petrified Stonehorns, their statue-still bodies covered in thick layers of ice and snow. It is perhaps unsurprising then that so many treasure expeditions have ended in disaster, for in the blizzard-like conditions of the site it is extremely difficult to tell the difference between a dead Stonehorn and a dying beast whose body is still undergoing the final stages of petrification. These ancient Stonehorns stand virtually motionless amidst the forest of their deceased kin, their frost-covered forms indistinguishable from great statues. However, when mining tools and pick-axes bite into their rocky skin and chip away gemstones, fossilized eyelids suddenly crack open, a sound that is almost imperceptible in the howling winds, and the only warning that the treasure-seekers have just made the biggest mistake of their lives.

STONEHORN

Huge monstrosity, unaligned

Armor Class 22 (natural armour)

Hit Points 202 (15d12 + 105)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	24 (+7)	5 (-3)	11 (+0)	5 (-3)

Damage Immunities poison

Damage Resistances cold, fire, lightning

Condition Immunities frightened, petrified, poisoned

Senses passive Perception 10

Languages -

Challenge 14 (11500 XP)

Creature Of Stone. All bludgeoning, piercing and slashing damage dealt to the stonehorn is reduced by 20.

Devastating Charge. If the stonehorn moves at least 20 feet in a straight line, it may pass through medium sized or smaller creatures whilst moving further along in the same straight line. The stonehorn may make a gore attack against each creature passed through in this way. The stonehorn may not take any action until it has finished moving, or end its movement in the same space as another creature, whilst using this ability.

ACTIONS

Gore. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 23 (3d10+7) piercing damage. Target must succeed on a DC 17 Strength saving throw or be knocked prone. This attack may be taken as a bonus action after dashing.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 26 (3d12+7) bludgeoning damage. This attack may be made as a bonus action against a target that is prone.

TERRORGHEIST

Gargantuan undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 25 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	5 (-3)	10 (+0)	6 (-2)

Saving Throws Dex +5, Int +2, Wis +5, Cha +3

Senses darkvision 60 ft. passive Perception 10

Languages -

Challenge 13 (10000 XP)

ACTIONS

Multattack. The terrorgheist makes two attacks, one with its bite and one with its claws. It can also use its death shriek if it can.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 25 (4d8+7) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 21 (4d6+7) slashing damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the terrorgheist can't use its talons on another target.

Death Shriek (Recharge 5-6). Each non-undead creature within 60 feet of the terrorgheist must make a DC 18 Constitution saving throw, taking 21 (6d6) thunder damage and 21 (6d6) psychic damage and be stunned for d3 rounds on a failed save. A creature takes half as much of each damage and is not stunned on a successful save.

Terrorgheist

Terrorgheists are the largest and most ferocious bat species to have ever existed, so large and terrifying that they've grown to the size of Dragons. In the hidden reaches of valleys and forests, these titanic bats soar out from their caves to hunt horses, caravans and pegasi under the sickly skies. It is the ambush tactic of the creatures that give them their truly terrifying reputation. A Terrorgheist's vision is poor, so the swooping monstrosity ensures that its prey is rendered motionless by emitting a piercing shriek so loud and unexpected it can stun even a trained warhorse into paralysis. At that precise moment, the Terrorgheist will dive down, gather up rider and mount in its talons, and return to its lair to glut itself on the warm blood of its victims.

Bound in Death. It is the mortal remains of these troglodytic beasts that the Ghoul Kings of the caverns bind to their service. The binding process comes easily to these reclusive undead, for Ghoul Kings and Terrorgheists have much in common. As dark magic swirls around the monstrous cave-creature, a bond of blood is formed between master and beast. In death, a Terrorgheist becomes a nightmare made real. Guided by its master's will, the monstrosity creaks through the clouds above the battlefield on blotch-skinned pinions, its rotten flesh and withered organs open to the night air.

Unearthly Screech. It is the deathly shriek of an unliving Terrorgheist that is perhaps its most fearsome aspect. As the magics of undeath are worked upon the beast, its cry is transformed from a simple but shockingly loud noise into a barrage of eldritch power. Some say the Terrorgheist's shriek is nothing less than the screams of the damned, channeled directly from hell. It matters little to the Terrorgheist's prey, for so devastating is its sonic attack that it can cause a man to die of fright in an instant. By venting this noise as it dives down upon its prey, a Terrorgheist can cripple its enemies moments before it slams into the reeling survivors, slaughtering the rest with disease ridden tooth and claw.



Thundertusk

Thundertusks are creatures of ice and doom, ancient monsters that strode the darkest ages long ago, when the world was frozen over and sheathed in ice. Retreating from the sudden warming of the sun, the forefathers of these mammoth beasts headed to the northern plains where they became saturated in the magic that was unleashed in those strange lands. Imbued by these unnatural winds, the Thundertusks became living embodiments of the cruel and ever-enduring winter, primordial things from a long forgotten past.

Living Winter. Their hulking mass exudes an aura, a subzero blast of arctic air so cold it congeals blood and freezes their prey. Thundertusks advance as relentlessly as a winter storm, using their numbing airs to slow their victims down, allowing the beasts to bring their cumbersome but crushing mass to bear. But the Thundertusk is not just deadly up close, where it can stomp frozen foes flat. A Thundertusk's horns attract the elemental power of magic like a lightning conductor. The beast's icy breath mixes with this sorcerous flux, coalescing into swirling sphere of eldritch energy and jagged shards of ice. With a sound akin to a peal of a thunderclap, the Thundertusk can hurl these frozen orbs across long distances. Upon impact, the glowing sphere of frost shatters, sending lightning-wreathed icicles spinning through the air. The shards scythe into exposed flesh, cutting bloody holes into anything within a wide radius.

Glacial Hibernation. Thundertusks are solitary wanderers that travel across the cold places of the world, far to the north or high amidst the frozen peaks of mountains. Needing a great deal of sustenance to sustain their bulk, they constantly roam in search of fresh meat. In the summers when temperatures rise slightly above freezing, the creature will seek out a chosen glacier and scoop out a cave with its gigantic blade-edged tusks until it can retreat from the punishing rays of the sun. There, in a cocoon of ice, the beast will slow its heartbeat and lower its body temperature further still, allowing the Thundertusk's freezing breath to slowly crystallise the moisture until the beast is completely surrounded in cooling ice. Safe from the predation of the beasts and Ogre tribes of the mountains, the Thundertusk sleeps through the heat in its frozen refuge. When the days begin to shorten and the warmth of the sun retreats once again, eventually, through sheer brawn and with numerous shifts of its massive shoulders and muscular haunches, the Thundertusk will burst free in a shower of ice shards and roar its victory over the sun.

THUNDERTUSK

Huge monstrosity, unaligned

Armor Class 17 (natural armour)

Hit Points 212 (17d12 + 102)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	22 (+6)	6 (-2)	12 (+1)	6 (-2)

Damage Immunities cold

Senses passive Perception 11

Languages -

Challenge 10 (5900 XP)

Numbing Chill. Any enemy that starts its turn within 5 feet of the thundertusk must succeed on a DC 14 Constitution saving throw or may not take bonus reactions or reactions until the start of their next turn.

Trampling Charge. If the thundertusk moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the thundertusk can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.

Hit: 29 (4d10+7) piercing damage. This attack may be taken as a bonus action after dashing.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 33 (4d12+7) bludgeoning damage. Target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Frozen Orb (Recharge 5-6). *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 23 (3d10+7) bludgeoning damage. Hit or miss, the orb then explodes. The target and each creature within 20 feet of the point where the orb explodes must make a DC 18 Dexterity saving throw. A target takes 6d6 (21) cold damage on a failed save, or half as much damage on a successful one.



Toad Dragon

Toad Dragons are huge, brooding, primeval horrors. They are, thankfully for the fate of many, blessedly few in number, and largely confined to the trackless, otherworldly fens known as the Cold Mires under the coruscating skies of the far west. These colossal beasts are mindlessly violent and almost impossible to kill, and have a dire repute in the legends of the Northern Wastes which name them for their appearance and raw power, when in truth they are perhaps far closer to the lumbering dinosaur-beasts that inhabit the jungles of the far south than the true and ancient lineages of dragon-kind.

Smothering Bulk. The strength of a Toad Dragon is prodigious, as is its appetite, while its tainted breath is so corrosively foul that it can liquify flesh and wither steel in mere moments. Those it does not devour or smash flat into the ground it smothers beneath its feculent bulk as it crawls across the earth – its questing tongue darting out with terrifying speed to snatch up more victims to disappear down its yawning maw. Such is the fearsome might of these lumbering horrors of a forgotten age.

"Perhaps the greatest of all Toad Dragons and carrion-thing of the god Nurgle was Bubebolos. Said to be tracked and hunted for several years by the warlord Tamurkhan, Bubebolos was bound to his will using unspeakably foul rites. And so Bubebolos became Tamurkhan's mount, and whose festering bulk would lead the carnage of war southwards at the head of the Maggot Lord's armies.

Fortunately, Bubebolos was consumed in the death throes of Tamurkhan as Elspeth von Draken's gambit finally ran its course. In a roaring flash, the dead body of Countess Emmanuelle's champion, Tamurkhan, and Bubebolos disappeared and nothing was left but blackened crumbling bone.

Strange then that some soldiers present on the field swear they heard a distant roar after the battle, and many villages were left ruinous husks to the north-west many months after.

– Essay extract on Tamurkhan and the Throne of Chaos,
by Scholar Schweizberg

TOAD DRAGON

Gargantuan monstrosity, unaligned

Armor Class 20 (natural armour)

Hit Points 348 (17d20 + 170)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	30 (+10)	7 (-2)	13 (+1)	6 (-2)

Saving Throws Dex +5, Con +6, Int +4, Wis +7, Cha +4

Damage Resistances acid, poison

Senses darkvision 60 ft., tremorsense 30 ft. passive Perception 11

Languages –

Challenge 19 (22000 XP)

Legendary Resistance (3/Day). If the toad dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiaction. The toad dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 24 (3d10+8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6+8) damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8+10) bludgeoning damage.

Tongue. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 12 (1d8+8) bludgeoning damage and 7 (2d6) acid damage. A creature hit by this attack has disadvantage on all attack rolls until the end of its next turn.

Acid Breath (Recharge 5-6). The toad dragon exhales fire in a 60-foot cone. Each creature in the area must make a DC 20 Dexterity saving throw, taking 70 (20d6) acid damage on a failed save, or half as much damage on a saving throw.

Frightful Presence. Each creature of the toad dragon's choice that is within 120 feet of the toad dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is unsuccessful or the effect ends for it, the creature is immune to the toad dragon's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The toad dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The toad dragon regains spent legendary actions at the start of its turn.

Detect. The toad dragon makes a Wisdom (Perception) check.

Tail Attack. The toad dragon makes a tail attack.

Tongue Lash. The toad dragon makes a tongue attack



TOMB SCORPION

Huge construct, lawful neutral

Armor Class 20 (natural armour)

Hit Points 212 (17d12 + 102)

Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	22 (+6)	6 (-2)	14 (+2)	1 (-5)

Saving Throws Str +12, Con +11, Int +3, Wis +7

Damage Immunities lightning, poison, psychic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 120 ft. passive Perception 12

Languages understands Nehekharan but cannot speak

Challenge 15 (13000 XP)

Immutable Form. The tomb scorpion is immune to any spell or effect that would alter its form.

Magic Resistance. The tomb scorpion has advantage on saving throws against spells and other magical effects.

ACTIONS

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target.

Hit: 23 (3d10+7) bludgeoning damage. A target hit by this attack is grappled (escape DC 20). The scorpion has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature.

Hit: 20 (3d8+7) piercing damage. The creature must make a DC 18 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Tomb Scorpion

Tomb Scorpions are powerful creations of the Mortuary Cult, formed from a combination of stone, metal, lacquered wood and fused bone. Burrowing beneath the surface of the desert, they attack suddenly and without warning, exploding into the fray in a shower of sand. They are lethal foes, for a Tomb Scorpion's tail carries a potent sting that can incapacitate the largest foes, and they have powerful pincers that can slice a man in half. As they scuttle forward on eight segmented legs, they hack apart anything in their path. When the Tomb Kings go to war, the liche priests send out their magical call and summon the Tomb Scorpions into wakefulness. Those Tomb Scorpions that respond to the incantations will travel for leagues beneath the ground before clawing their way to the surface and falling upon their enemies with razor-sharp claws and stinging tails. It is a truly terrifying sight to behold the sands parting to reveal the monstrous form of a Tomb Scorpion, and very often, the last thing their enemies will ever witness.

Walking Sarcophagi. Tomb Scorpions are carved and moulded into the representations of the giant, mythical scorpions that are said to guard the entrance to the Nehekharan Underworld. These fabled creatures are said to protect the realm of souls from the predations of dark demons who wish to feed upon the spirits of dead kings. Perhaps inspired by this myth, Tomb Scorpions also serve as sarcophagi, for the shell of each construct is formed around the cadaverous body of an ancient liche priest. Although liche priests are unable to die a natural death, many have perished through wounds sustained in battle. Those that fall are embalmed and interred within a Tomb Scorpion. Canopic jars containing their vital organs, or what withered remains are left of them, are embedded within the scorpion-tombs in a ritualistic pattern that symbolises death. However, some remnant of a liche priest's spirit always remains trapped within their mummified corpses. Through incantations, these embers are rekindled, infusing the inanimate shells of the Tomb Scorpions with power. This magical source also provides Tomb Scorpions with a degree of protection against the spells of enemy wizards, whose sorcerous bolts of energy unravel and fade as they are absorbed harmlessly by the constructs' caparaces.

Careful Resurrection. Each scorpion-shaped sarcophagus is inscribed with hieroglyphs of preservation, and a ceremony of awakening is spoken by a liche priest to animate them. If the ritual has been performed correctly, the Tomb Scorpion will become infused with the residual power of the corpse within it. This ritual is exceptionally complex and lasts from moonrise until the first rays of dawn. The slightest mistake or mispronunciation can have dire consequences; a swarm of Undead scorpions may burst out of the desert and sting the liche priest to death, or desert spirits may turn the wizard's body inside out and feast on his withered remains. At the very least the ritual will fail and must be recited from the very beginning. Occasionally, despite every syllable being uttered correctly, some of these ancient ones no longer respond to the incantations of awakening. That these constructs are truly dead is doubtful, as a spark of power can still be felt radiating from their caparaces. Rather, it is thought that by binding their souls to the mortal plane, the liche priests cheated the god of the Underworld out of his rightful due. Thus it is thought that this jealous deity is not always willing to give up his long awaited prizes by allowing the spirits of the liche priests to leave the realm of souls.



TROGLODON

Huge, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	5 (-3)	14 (+2)	9 (-1)

Skills Perception +5

Senses blindsight 180 ft. (blind beyond this radius) passive Perception 12

Languages -

Challenge 7 (2900 XP)

Sizzling Venom. The troglodon has advantage on melee weapon attacks against any creature struck by its Venomspit attack within the last minute.

ACTIONS

Multiattack. The creature makes three attacks: one with its venomspit, one with its bite and one with its tail. It can't make both melee weapon attacks against the same target.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 27 (4d10+5) piercing damage. The target must succeed on a DC 16 Constitution saving throw or be poisoned for one minute. The target can repeat this saving throw at the end of each of their turns.

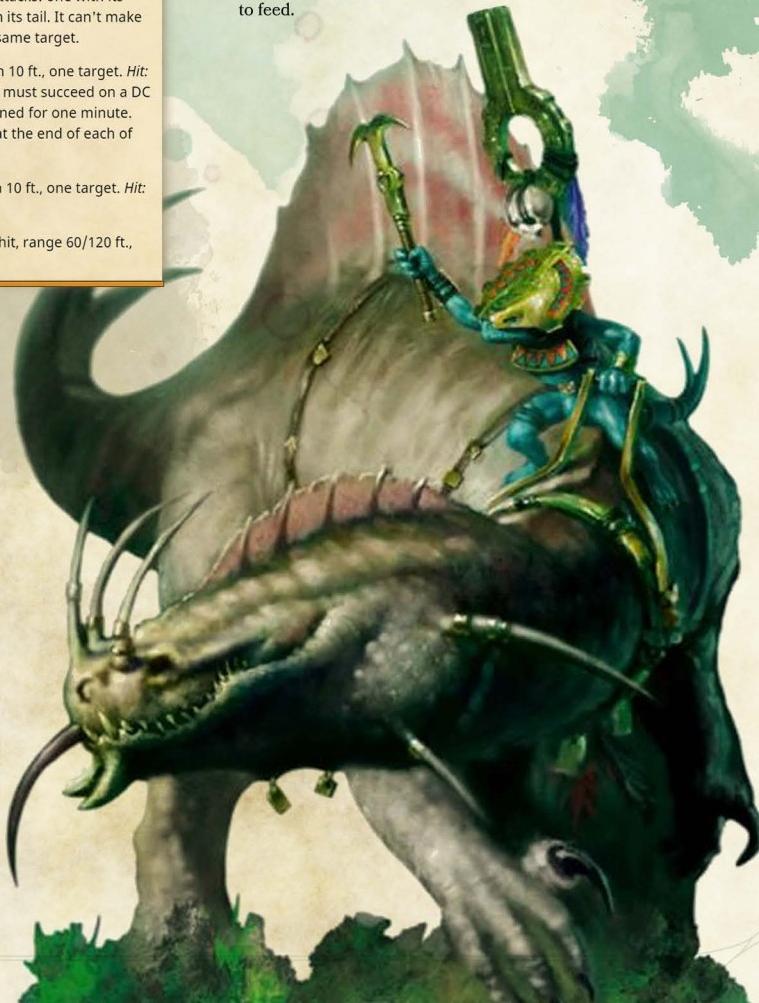
Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Venomspit. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 11 (3d6+1) acid damage.

Troglodon

Troglodons are amongst one of jungles' deadliest hunters. Named after their troglodyte existence, Troglodons spend most of their lives haunting the subterranean grottos that criss-cross the length of tropical continents, emerging only to hunt and feast on prey. These creatures are virtually blind, but hunt using senses other than sight. Swaying sinuously, the Troglodon uses its quill-like whiskers to track motion, while its forked tongue tastes the air. Upon locating its target, the Troglodon springs and bites, savaging its quarry with jaws full of hollow tooth able to pump forth noxious venom. The predator is known to spit this toxic bile, which helps the Troglodon triangulate their victim's location, as the fluid makes a distinctive sizzling sound as it sears flesh.

Jungle Ambuscade. Possessing a rare bestial cunning, Troglodons can plan ahead far enough to wait in ambush along jungle paths; lurking perfectly still in the undergrowth for unsuspecting prey to walk by. When an opportunity is ripe, the Troglodon will explode into savage action, relying on its speed and savagery to quickly subdue its target before dragging its corpse into the jungle depths to feed.





River Troll

River Trolls live in bogs and along untamed riverbanks. They partially submerge themselves in swamps or brackish ponds in order to sneak up on and ambush their prey. River Trolls are slimy creatures that reek of rotten fish, but they'll leave their dank water holes to follow any prey that seems a promising chance to gorge their bloated bellies.

TROLL VARIANT: RIVER TROLLS

A River Troll has a challenge rating of 6 (2300xp) and has the following traits.

Speed. swim 30 ft.

Condition Resistances. poisoned

Stench. Any creature other than a troll that starts its turn within 5 feet of the river troll must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all river trolls for 1 hour.

River Trolls are able to vomit at will, to the horror of their foes. This noxious attack sends a semi-liquid spray of bile and half digested bits upon its victim that can melt through armour and sear away flesh and even bone. A River Troll has the following additional action option.

Troll Vomit (1/day). The river troll spews vomit in a 15 foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Some River Trolls use large clubs as primitive but effective weapons. A River Troll armed with a greatclub gains the following attack options.

Multiaattack. The troll makes two melee weapon attacks.

Greatclub. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) bludgeoning damage.

Stone Troll

Stone Trolls live underground or in mountainous regions. They have rock-hard skin and are naturally resistant to magic. Many Stone Trolls wander the slopes of passes of mountains, where they often prey upon isolated travellers or small camps.

TROLL VARIANT: STONE TROLLS

A Stone Troll has a challenge rating of 6 (2300xp) and has the following traits.

Speed. climb 30 ft.

Saving Throws. Con +8

Stone-old Hide. A Stone Troll gains +2 AC and has resistance to damage from spells and other magical effects.

Some Stone Trolls use large clubs as primitive but effective weapons. A Stone Troll armed with a greatclub gains the following attack options.

Multiaattack. The troll makes two melee weapon attacks.

Greatclub. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) bludgeoning damage.



USHABTI

Large construct, lawful neutral

Armor Class 17 (natural armour)

Hit Points 147 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	6 (-2)	14 (+2)	1 (-5)

Damage Immunities lightning, poison, psychic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 12

Languages understands Nehekharan but cannot speak

Challenge 8 (3900 XP)

Arrows Of The Asaph. Ranged attacks made by the ushabti never suffer from disadvantage, and ignore half cover and three quarters cover.

Immutable Form. The ushabti is immune to any spell or effect that would alter its form.

Magic Resistance. The ushabti has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ushabti's weapon attacks are magical.

ACTIONS

Multiaction. The ushabti makes two melee weapon attacks.

Greatbow. *Ranged Weapon Attack:* +8 to hit, range 250/500 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (2d12+6) slashing damage.

Ushabti

Carved into the likeness of the gods and goddess of ancient Nehekhar, the Ushabti stand as guardian statues around the perimeters of the necropolises and within the passageways of the great pyramids of the Tomb Kings. These Ushabti are imposing monuments to Nehekhar's former power, and all who pass through their shadows tremble under their unnerving and imposing shadow. In times of need, the temple priests awoke the Ushabti with powerful incantations, and with the sound of cracking stone, the Ushabti stepped down from their plinths and daises, silent and ready for war. In ancient times, the living warriors of Nehekhar took great strength from the fact that the Ushabti fought alongside, for who could fail to be inspired by the physical representations of their gods marching into battle at their sides?

Vaunted Icons. The rituals needed to animate these towering god-statues are far more difficult than those needed to awaken the legions of Skeleton Warriors. As a result, Ushabti are far more resilient than the skeletal warriors of the Tomb King's eternal army, and their warrior-spirits are bound with far more powerful magic. In the ancient language of Nehekhar, the name Ushabti translates literally as 'chosen of the gods'. Indeed, the divinities do not consent to any mere mortal inhabiting statues made in their image. Only the most powerful souls, those of particularly brave warriors and heroic champions,



are judged worthy enough to animate an Ushabti's sculpted form. Thus, Ushabti are possessed by the souls of Nehekhar's mightiest heroes.

Constructs of War. Ushabti stride through battlefields like gods of war, infused with the temperament and strength of their form's pantheon deity. Their statuesque bodies can withstand enormous damage, and they are incredibly strong. With a single hand, an Ushabti is capable of crushing an enemy's steel helmet, and its contents, with contemptuous ease. Ushabti wield huge ritualistic weapons, from large-bladed staves that would take the combined strength of three mortal men to lift, to greatbows that fire arrows the size of spears. These mighty weapons are as elaborately crafted and decorated as the Ushabti who brandish them, their gilded surfaces engraved by a dozen sculptors with intricate patterns and hieroglyphs. In battle, Ushabti wield their massive weapons effortlessly. Every sweeping arc of their blades cutting a bloody swathe through their foes and every arrow fired punching through their targets in an explosion of bone and gore.

THEY STAND STARING INTO THE SUN FOR ETERNITY, THE PHYSICAL EMBODIMENT OF THE EVERLASTING GODS. TREMBLE YE WHO LOOK UPON THEIR DIVINE FORMS!

—INSCRIPTION ON THE BASE OF A STATUE AT THE ENTRANCE TO THE GREAT PYRAMID OF RAKAPH I

VARGHEIST

Large undead, chaotic evil

Armor Class 11 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Dex +3, Wis +3

Skills Perception +3

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Vampire Weaknesses. The vargheist has the following flaws:

Harmed by Running Water. The vargheist takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The vargheist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiaction. The vargheist makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage. The target's hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4+4) slashing damage.

Vargheist

Vargheists are the darkness within a vampire's soul made manifest. Spoken in dark legends as towering winged humanoid monstrosities, these horrific creatures are said to be once powerful vampires that have succumbed themselves unwillingly to the darker and more bestial side of their nature due to an overexposure to dark magic. Though Vargheists once walked and talked as noble lords, these curse-born vampires have devolved into ravenous predators desperate for the taste of blood.

Born Away from the Light. The creation of a Vargheist is a strange metamorphosis that takes place far from the eyes of mortal. Under the extensive castles of vampire lords are vast subterranean networks of basements, galleries and dining halls with vaulted ceilings that stretch into the pitch darkness above. This ghastly domain is where the birth of a Vargheist takes place. Within the deepest, darkest part of the castle, chain-bound coffins and sculpted sarcophagi nestle upside-down like cocoons. Not all of these coffins are empty; for this hidden realm is where a vampire lord locks away those of their coven who have fallen out of favor. Those who come off worse in the endless power struggles of the vampires often find themselves prematurely buried and left at the mercy of their own relentless thirsts, for there can be no greater suffering for a vampire than to not die for aeons from the great thirst that wracks their body. Slowly, over the course of decades, the constantly dripping water, magically tainted by undeath,



I have seen them, at night, flapping their mighty wings across the moon. They call to me, tell me I will join them soon.

- Rudi, Great Altdorf Asylum inmate

finds its way into the prisons of these unfortunates. Torpid for want of fresh blood, the slumbering vampire would unknowingly drink from the tainted water and begin to devolve and change shape, growing larger and more bestial as the diluted dark magic begins to transform their body.

Rabid Emergence. When the transformation from humanoid into monster takes hold, the muscular Vargheist will crack open its stone prison with a great effort. Casting aside its chains, the creature unfolds its leathery wings and rears up into the darkness, letting loose a terrible scream of rage and betrayal that sends great swarms of bats whirling throughout the cavernous chambers. The shattered remnants of its sarcophagus fall away, and the name and personality of its former incumbent is left behind in the mire. The newborn Vargheist first instinct is to hunt, desperate to rejuvenate drink fresh blood after so many years. At the first taste of blood, the transformation is made permanent and what was once a proud lord of the dead is forever cursed to an existence as a ravening beast.

Varghulf

Varghulfs are those powerful yet devolved vampire lords that have since succumbed themselves willingly to their most primal surges, turning their once human bodies into a creature larger and far more powerful in body, but weaker in mind. Within most vampires, there is a constant animalistic urge that can occasionally drive a vampire to bouts of uncommon savagery and bloodlust. Such urges are what forces a vampire to suck the blood of the living. Most vampires who still want to cling to their sanity are often known to seek control of this side of their existence, and in keeping to their trappings of aristocracy and nobility. However, there are some within their numbers that find little love for such noble life. Unlike those vampires that have turned to Vargheists by means of mutation, a Varghulf is created when a vampire simply allows the animalistic urge to overcome them, and in the process, destroy what was left of their former personality. These feral predators abandon their dark castles in order to run unfettered through the forest. Those who revel in such behaviour become physically changed beyond recognition by the vampiric curse.

VARGHULF

Huge undead, chaotic evil

Armor Class 11 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	5 (-3)	8 (-1)	3 (-4)

Saving Throws Dex +5, Wis +2

Skills Perception +2

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 8 (3900 XP)

Regeneration. The varghulf regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the varghulf takes radiant damage or damage from holy water, this trait doesn't function at the start of the varghulf's next turn.

Vampire Weaknesses. The varghulf has the following flaws:

Harmed by Running Water. The varghulf takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The varghulf takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multattack. The varghulf makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) piercing damage. The target's hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8+6) slashing damage. Instead of dealing damage, the vargulf can grapple the target (escape DC 16).

Monsters in the Night. Over the centuries, these devolved vampires become blood-mad killers that exist only to feed. Like enraged, starved beasts, they run rampant, devouring whole villages in an effort to satiate their never-ending thirst. As well as devouring the living, a Varghulf will ransack graves and feast upon the bodies of the dead. A Varghulf has a monstrous body, swollen by a constant diet of red meat. Unbound by human form, a Varghulf is a contorted mass of packed muscle, giving it the strength to crush a chariot or bowl over entire ranks of warriors foolish enough to try and pin it down.

Vampiric Savagery. Powerful legs and broad wingflaps allow Varghulfs to chase down their kills in swift, gliding leaps, and they can lash out at enemies around them with their claws at shocking speed. A Varghulf's main weapon, however, is a wide mouth filled with dagger-like fangs capable of puncturing armour and crushing skulls. Other vampires consider them no better than ghouls, though the terrible changes wrought by their surrender to the beast within them makes them far deadlier in combat.



Zoat

There are few races in the world as mysterious as Zoats. No one knows how they arrived in the forests of the world, why they did so or even what their goals are. Are the Zoats a race unto themselves, or some splinter of lizardman? In many parts of the world, Zoats are regarded as creatures of legend. It is not known when or how they developed or even whether they are really native to the known world at all. What is certain, however, is that they are incredibly ancient and very powerful. They are solitary by nature and

Zoat

Large aberration, lawful good

Armor Class 16 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	22 (+6)	18 (+4)	20 (+5)	16 (+3)

Skills Medicine +9

Senses darkvision 60 ft, passive Perception 15

Languages Druidic, Elvish, Zoat

Challenge 10 (5900 XP)

Cold Blooded. Zoats have advantage on saving throws against being frightened or charmed.

Quickened Spell (3/short Rest). When the zoat casts a spell that has a casting time of one action, it can change the casting time to one bonus action.

Twinned Spell (1/short Rest). When the zoat casts a spell that targets one creature and doesn't have a range of self, it can target a second creature in the same range with the same spell.

Innate Spellcasting. The zoat's spellcasting ability is Wisdom (spell save DC 17). The zoat can innately cast the following spells, requiring no material components:

At will: *locate plants and animals, speak with plants*

Spellcasting. The zoat is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The zoat has the following sorcerer spells prepared:

Cantrips (at will): *druidcraft, mold earth, thorn whip*

1st level (4 slots): *cure wounds, ensnaring strike, entangle, faerie fire*

2nd level (3 slots): *earth bind, misty step, spike growth*

3rd level (3 slots): *counterspell, erupting earth, mass healing word*

4th level (3 slots): *conjure woodland beings, grasping vine, stoneskin*

5th level (2 slots): *greater restoration, mass cure wounds*

6th level (2 slots): *heal, investiture of stone, wall of thorns*

7th level (1 slots): *regenerate*

ACTIONS

Multattack. The Zoat makes two melee weapon attacks.

Sky Stave. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage. The target must succeed on a DC 12 Strength saving throw or be knocked prone.

are occasionally encountered in the depths of the most ancient forests of the Old World. Despite their bulk, they are quiet and reclusive and can move through the densest undergrowth with hardly a sound. Occasionally they have dealings with elves and other forest-dwelling races and they have been known to make contact with druids from time to time.

Nature's Hermits. Zoats are powerful wizards, able to tap into the Winds of Magic in an instinctive manner, rather than through study and ritual. Whilst this means a Zoat will never prove as versatile as a wizard, their innate control over life magic surpasses all but the most learned high elf mages. Indeed, many a wood elf spellsinger will seek out a Zoat in order to learn from it, but even they find Zoats no less elusive than do others, and very few succeed in their search. In the ordinary run of things, Zoats are seldom encountered outside their woodland homes. Indeed, even within such places, it is rare to catch sight of one. It is said they strive to keep the forests free of marauding goblinoids, and ancient elvish songs and legends tell of Zoats sometimes coming to the aid of elven settlements attacked by goblins and their kin.

Forest unto Wrath. When intruders close or danger threatens, Zoats will rouse the trees and undergrowth to crush and strangle interlopers, rather than take direct action themselves. In this way, Zoats can avoid detection, and even a single such creature can imbue a forest with a reputation so dreadful that even marauding orcs and rampaging warhards will give the area a wide berth. Where sorcery alone is not sufficient, the Zoat will leave the shadows to enter the fray personally, knocking the invaders to the ground with sweeping blows. Once prone, the enemy becomes easy prey for creeping roots and vines, which swiftly tangle and throttle them.



APPENDIX A: MONSTER LISTS

MONSTERS BY ENVIRONMENT

The following tables organise monsters by environment and challenge rating.

ARTIC MONSTERS

Monsters	Challenge Rating (XP)
Thundertusk	10 (5,900 XP)
Dragon Ogre	12 (8,400 XP)
Mourngul	14 (11,500 XP)
Stonehorn	14 (11,500 XP)
Dragon Ogre Shaggoth	20 (25,000 XP)

COASTAL MONSTERS

Monsters	Challenge Rating (XP)
Ripperdactyl	1 (200 XP)
Man Eater Shell	2 (450 XP)
Merwyrm	6 (2,300 XP)
River Troll	6 (2,300 XP)
Troglodon	7 (2,900 XP)
Fenbeast	8 (3,900 XP)
Kharibdyss	10 (5,900 XP)
Toad Dragon	19 (22,000 XP)

DESERT MONSTERS

Monsters	Challenge Rating (XP)
Sepulchral Stalker	7 (2,900 XP)
Ushabti	8 (3,900 XP)
Tomb Scorpion	15 (13,000 XP)

FOREST MONSTERS

Monsters	Challenge Rating (XP)
Cave Squig	1/4 (50XP)
Ripperdactyl	1 (200 XP)
Great Cave Squig	1 (200 XP)
Razordon	2 (450 XP)
Preyton	5 (1,800 XP)
River Troll	6 (2,300 XP)
Jabberslythe	7 (2,900 XP)
Troglodon	7 (2,900 XP)
Cygor	9 (5,000 XP)
Colossal Squig	9 (5,000 XP)
Ghorgon	10 (5,900 XP)
Zoat	10 (5,900 XP)
Terrorgheist	13 (10,000 XP)
Prismatic Ooze	15 (13,000 XP)
Arachnarok	23 (50,000 XP)

GRASSLAND MONSTERS

Monsters	Challenge Rating (XP)
Vargheist	2 (450 XP)
Cairn Wraith	3 (700 XP)
Hexwraith	5 (1,800 XP)
Varghulf	8 (3,900 XP)
Zoat	10 (5,900 XP)

HILL MONSTERS

Monsters	Challenge Rating (XP)
Bonewheel Skeleton	1/2 (100 XP)
Preyton	5 (1,800 XP)
Jabberslythe	7 (2,900 XP)
Cygor	9 (5,000 XP)
Ghorgon	10 (5,900 XP)
Mutalith Vortex Beast	12 (8,400 XP)
Terrorgheist	13 (10,000 XP)
Prismatic Ooze	15 (13,000 XP)

MOUNTAIN MONSTERS

Monsters	Challenge Rating (XP)
Cave Squig	1/4 (50XP)
Great Cave Squig	1 (200 XP)
Chaos Eater	2 (450 XP)
Stone Troll	6 (2,300 XP)
Lammasu	7 (2,900 XP)
Great Taurus	8 (3,900 XP)
Cygor	9 (5,000 XP)
Colossal Squig	9 (5,000 XP)
Thundertusk	10 (5,900 XP)
Brood Horror	12 (8,400 XP)
Dragon Ogre	12 (8,400 XP)
Terrorgheist	13 (10,000 XP)
Mourngul	14 (11,500 XP)
Stonehorn	14 (11,500 XP)
Prismatic Ooze	15 (13,000 XP)
Dragon Ogre Shaggoth	20 (25,000 XP)
Shard Dragon	20 (25,000 XP)

SWAMP MONSTERS

Monsters	Challenge Rating (XP)
Acid Brumer	1/8 (25 XP)
Poison Brumer	1/8 (25 XP)
Cragspider	1/4 (50XP)
Bonewheel Skeleton	1/2 (100 XP)
Fimir Warrior	2 (450 XP)
Razordon	2 (450 XP)
Fimir Balefiend	4 (1,100 XP)
Fimir Noble	4 (1,100 XP)
Fenbeast	8 (3,900 XP)
Toad Dragon	19 (22,000 XP)

UNDERDARK MONSTERS

Monsters	Challenge Rating (XP)
Acid Brumer	1/8 (25 XP)
Poison Brumer	1/8 (25 XP)
Pisaca	1/4 (50XP)
Skavenslave	1/4 (50XP)
Darksucker	1/2 (100 XP)
Skaven Clanrat	1/2 (100 XP)
Phalanx	1 (200 XP)
Night Runner	1 (200 XP)
Jezzail Sharpshooter	1 (200 XP)
Chaos Eater	2 (450 XP)
Poisoned Wind Globadier	2 (450 XP)
Gutter Runner	2 (450 XP)
Stormvermin	2 (450 XP)
Skaven Assassin	11 (7,200 XP)
Shard Dragon	20 (25,000 XP)
Verminlord Warbinger	24 (62,000 XP)
Verminlord Deceiver	24 (62,000 XP)
Verminlord Corruptor	24 (62,000 XP)
Verminlord Warpseer	24 (62,000 XP)

UNDERWATER MONSTERS

Monsters	Challenge Rating (XP)
Man Eater Shell	2 (450 XP)
Merwyrm	6 (2,300 XP)
Kharibdys	10 (5,900 XP)

URBAN MONSTERS

Monsters	Challenge Rating (XP)
Pisaca	1/4 (50XP)
Skavenslave	1/4 (50XP)
Bonewheel Skeleton	1/2 (100 XP)
Skaven Clanrat	1/2 (100 XP)
Phalanx	1 (200 XP)
Night Runner	1 (200 XP)
Jezzail Sharpshooter	1 (200 XP)
Chaos Spawn	2 (450 XP)
Vargheist	2 (450 XP)
Poisoned Wind Globadier	2 (450 XP)
Gutter Runner	2 (450 XP)
Stormvermin	2 (450 XP)
Cairn Wraith	3 (700 XP)
Warpfire Thrower Team	4 (1,100 XP)
Ratling Gun Team	4 (1,100 XP)
Poison Wind Mortar Team	4 (1,100 XP)
Hexwraith	5 (1,800 XP)
Stone Horse Knight	5 (1,800 XP)
Lammasu	7 (2,900 XP)
Varghulf	8 (3,900 XP)
Rat Ogre	8 (3,900 XP)
Crystal Golem	10 (5,900 XP)
Skaven Assassin	11 (7,200 XP)
Stormfiend	11 (7,200 XP)
Mutalith Vortex Beast	12 (8,400 XP)
Skaven Warlord	13 (10,000 XP)
Verminlord Warbinger	24 (62,000 XP)
Verminlord Deceiver	24 (62,000 XP)
Verminlord Corruptor	24 (62,000 XP)
Verminlord Warpseer	24 (62,000 XP)

MONSTERS BY CR

This index organises the monsters by challenge rating

CHALLENGE 1/8 (25 XP)

Acid Brumer
Poison Brumer

CHALLENGE 1/4 (50 XP)

Cragspider
Pisaca
Cave Squig
Skavenslave

CHALLENGE 1/2 (100 XP)

Bonewheel Skeleton
Darksucker
Skaven Clanrat

CHALLENGE 1 (200 XP)

Phalanx
Ripperdactyl
Great Cave Squig
Night Runner
Jezzail Sharpshooter

CHALLENGE 2 (450 XP)

Chaos Eater
Chaos Spawn
Fimir Warrior
Man Eater Shell
Razordon
Vargheist
Poisoned Wind Globadier
Gutter Runner
Stormvermin

CHALLENGE 3 (700 XP)

Cairn Wraith

CHALLENGE 4 (1,100 XP)

Fimir Balefiend
Fimir Noble
Warpfire Thrower Team
Ratling Gun Team
Poison Wind Mortar Team

CHALLENGE 5 (1,800 XP)

Hexwraith
Preyton
Stone Horse Knight

CHALLENGE 6 (2,300 XP)

Merwyrm
Stone Troll
River Troll

Jabberslythe
Lammasu
Sepulchral Stalker
Troglodon

CHALLENGE 8 (3,900 XP)

Fenbeast
Great Taurus
Ushabti
Varghulf
Rat Ogre

CHALLENGE 9 (5,000 XP)

Cygor
Colossal Squig

CHALLENGE 10 (5,900 XP)

Crystal Golem
Ghorgon
Kharibdyss
Thundertusk
Zoat

CHALLENGE 11 (7,200 XP)

Skaven Assassin
Stormfiend

CHALLENGE 12 (8,400 XP)

Brood Horror
Dragon Ogre
Mutalith Vortex Beast

CHALLENGE 13 (10,000 XP)

Terrorgheist
Skaven Warlord

CHALLENGE 14 (11,500 XP)

Mourngul
Stonehorn

CHALLENGE 15 (13,000 XP)

Prismatic Ooze
Tomb Scorpion

CHALLENGE 19 (22,000 XP)

Toad Dragon

CHALLENGE 20 (25,000 XP)

Dragon Ogre Shaggoth
Shard Dragon

CHALLENGE 23 (50,000 XP)

Arachnarok

CHALLENGE 24 (62,000 XP)

Verninlord Warbinger
Verninlord Deceiver
Verninlord Corruptor
Verninlord Warpseer

CREDITS

GENERAL

- Created by Ryan Cao, Feb 2019
- Front and End Page Section Formatting: [The Homebrewery](#) by NATURALCRIT
- Monster Page Formatting: Adobe Photoshop CS6 and [Reddit post here](#)
- [Monster Page Maker](#) by TheGeniusInc.
- [Warhammer Fantasy Wikia](#) with some of the background text.

ART

- *Dark Souls: Design Works*
- *Dark Souls II - Art Book*
- *Death Battletome: Flesh-eater Courts*
- *Demon Souls - Art Book*
- [Games Workshop](#)
- [UNLEASH THE BEAST](#) Age of Sigmar Scenario
- VGC04 - Dark Souls Man Eater Shell by [Zigholtul88](#)
- *Warhammer: End Times - Thanquol*
- *Warhammer: Vermintide Concept Art*
- *Warhammer Armies: Beastmen* (7th Edition)
- *Warhammer Armies: Dark Elves* (8th Edition)
- *Warhammer Armies: Lizardmen* (8th Edition)
- *Warhammer Armies: Ogre Kingdoms* (8th Edition)
- *Warhammer Armies: Skaven* (7th Edition)
- *Warhammer Armies: Tomb Kings* (8th Edition)
- *Warhammer Armies: Vampire Counts* (8th Edition)
- *Warhammer Armies: Warriors of Chaos* (7th Edition)
- *Warhammer Armies: Warriors of Chaos* (8th Edition)
- *Warhammer Fantasy: Storm of Magic*
- *Warhammer Fantasy Online Concept Art*
- *Warhammer Fantasy Online: Age of Reckoning Concept Art*
- *Warhammer Fantasy Roleplay: Core Rulebook* (3rd Edition)

BACKGROUND TEXT

- *Tamurkhan: Throne of Chaos*
- *Warhammer: End Times - Thanquol*
- *Warhammer Armies: Beastmen* (7th Edition)
- *Warhammer Armies: Dark Elves* (8th Edition)
- *Warhammer Armies: Lizardmen* (8th Edition)
- *Warhammer Armies: Ogre Kingdoms* (8th Edition)
- *Warhammer Armies: Orcs and Goblins Army Book* (8th Edition)
- *Warhammer Armies: Skaven* (6th Edition)
- *Warhammer Armies: Skaven* (7th Edition)
- *Warhammer Armies: Tomb Kings* (8th Edition)
- *Warhammer Armies: Vampire Counts* (7th Edition)
- *Warhammer Armies: Vampire Counts* (8th Edition)
- *Warhammer Armies: Warriors of Chaos* (7th Edition)
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- *Warhammer Fantasy: Monstrous Arcanum*
- *Warhammer Fantasy: Storm of Magic*
- *Warhammer Fantasy Roleplay: Core Rulebook* (1st Edition)
- *Warhammer Fantasy Scrolls of Binding: Kharibdyss*

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